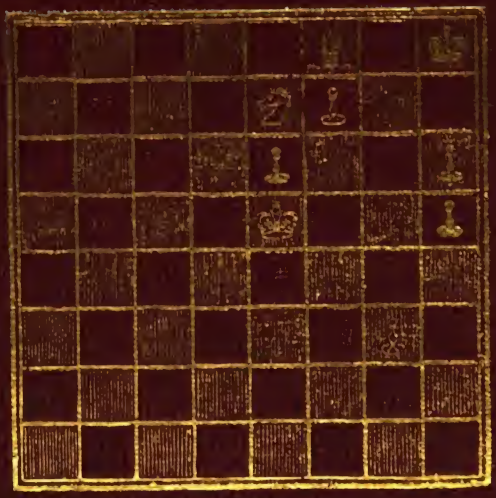

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CHESS STUDIES;

OR,

Endings of Games.

BY

KLING AND HORWITZ.

CONTAINING

UPWARDS OF TWO HUNDRED SCIENTIFIC EXAMPLES OF CHESS STRATEGY,

Illustrated by Diagrams.

ALSO BY THE SAME AUTHORS,

THE DEFEAT OF THE MUZIO GAMBIT.

EDITED BY

HENRY C. MOTT.

LONDON:
C. J. SKEET, 21, KING WILLIAM STREET,
CHARING CROSS.

1851.

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PREFACE.

Whether, owing to a want of attractiveness in the subject itself, or to deficiencies in the works that treat of it, the fact is undeniable that the theory of game endings as a branch of the study of Chess, has been strangely neglected Every amateur of moderate skill is "up" in all the lore of "openings," and can discourse learnedly of the "Guioco Piano," the "Evans'," the "Scotch," the "Muzio," and other favourite methods of beginning the game; but how few, comparatively are there, except amongst the best players, who *thoroughly* understand the *principle*

ERRATA.

Page 22.—A Black instead of a White King should stand on Queen's fourth.

" 23.—A Black instead of a White King should stand on Q. B. fifth.

" 37.—For the first move of White, *read* B. to K. *R.* square, instead of B. to K. *B.* square.

" 78.—A Black instead of a White Rook should stand on Q. R. seventh.

" 110.—For the sixth move of White, *read* R. to K. *R.* sixth, instead of R. to K. *B.* sixth

" 240.—For the thirteenth move of Black, in game No. IV., *read* R. to K. Kt. *square*, instead of R. to K. Kt. seventh.

cases, has hitherto never been extended to other equally important "contingent remainders." Some attempt to supply the deficiency in this department has been made in the "Chess Player's Chronicle," under the head of "Subtleties for the Scientific," and the examples there given are eminently serviceable and suggestive, but a sound and systematic analysis of the endings of Chess games is still a *desideratum.*

In the absence of such a work, the authors of the present treatise have been tempted to offer to the public the result of their examination of

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37, KING

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PREFACE.

Whether, owing to a want of attractiveness in the subject itself, or to deficiencies in the works that treat of it, the fact is undeniable that the theory of game endings as a branch of the study of Chess, has been strangely neglected Every amateur of moderate skill is "up" in all the lore of "openings," and can discourse learnedly of the "Guioco Piano," the "Evans'," the "Scotch," the "Muzio," and other favourite methods of beginning the game; but how few, comparatively are there, except amongst the best players, who *thoroughly* understand the *principle* of even so simple a manœuvre as the opposition of the Kings, or who know the shortest road to victory with the two Bishops or a Bishop and Knight; or, to go a little deeper, can show which are the positions wherein a Rook wins against a Knight, a Rook and Bishop against a Rook, and demonstrate the result of the Szen Pawn Problem, from any one of its manifold variations? And yet, to attain anything like proficiency in chess play, a knowledge of these terminations is indispensable; not because any one of them is of frequent occurrence in actual play, but because they teach the almost irresistible force which certain pieces acquire when their powers are accurately directed and combined. It may be safely affirmed, that before the Analysis of the Rook and Bishop Problem, by Philidor, no one knew, or could have believed, of what the well-combined powers of those pieces were capable. The same may be said of the analysis of the ending with two Bishops against a Knight; and certainly, every one well acquainted with these demonstrations, when he finds the immense superiority which that knowledge gives him over those who have never studied them, must feel surprise that the same searching and vigilant observation which has been bestowed on these cases, has hitherto never been extended to other equally important "contingent remainders." Some attempt to supply the deficiency in this department has been made in the "Chess Player's Chronicle," under the head of "Subtleties for the Scientific," and the examples there given are eminently serviceable and suggestive, but a sound and systematic analysis of the endings of Chess games is still a *desideratum*.

In the absence of such a work, the authors of the present treatise have been tempted to offer to the public the result of their examination of

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nearly two hundred of the most useful examples they could select. These positions have been chosen at great pains, as those *most likely to be met with in real play;* and the study of them, they believe, will lead the amateur to acquire a just estimate of the individual and combined value of the several chess pieces, and enable him to play at the conclusion of a game in almost any position, with a degree of accuracy and facility which has hitherto been unattainable.

The difficulties which have attended so varied an analysis as this volume exhibits, will be appreciated by every scientific player, and may be pleaded in excuse of the authors not touching upon points which many would like to see discussed; as well as for any errors that possibly may be discovered, notwithstanding the strict scrutiny to which each position has been subjected. The latter portion of the book is occupied by the examination of a new defence to the Muzio Gambit, which, though it is not strictly in accordance with the main and primary object of the work, will, it is hoped, be found of sufficient interest to warrant its insertion. The authors had long considered that the great superiority of force obtained by the second player, should enable him to make a much stronger defence against this Gambit than the ordinary line of play affords; but it was only after a long and laborious investigation, that the moves *Queen to King's second*, and *Queen's Knight to Queen's square* presented themselves, and led to the conviction that the recognized modes of attack cannot be successfully maintained against a sound defence. A more complete detail of the manifold variations which have occurred to them in the course of this investigation, may possibly be desired by the young student; but this could not be given without swelling the compass of the work to a degree inconsistent with the object of the authors.

In their "Chess Studies," as in their examination of the Muzio Gambit, they have necessarily left ample room for more elaborate productions; for every chess player knows that one of the most striking characteristics as well as one of the most attractive charms of his favourite game, lies in the almost infinite variety of its possible complications.

In conclusion, it is proper that the authors should state that nearly the whole of the examples of game endings are original: wherever exceptions occur, they were introduced with the view to correct, or more fully develop the imperfect analysis of previous authors.

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TO HOWARD STAUNTON, ESQ.

Dear Sir,

To you, who are so deeply versed in the subtleties of Chess, whose unrivalled skill in that "Royal Game" is so universally acknowledged, and whose efforts to disseminate a knowledge of its principles, and a love of its practice, have been so strenuous and successful, the Dedication of a Volume designed to unfold some of its higher mysteries becomes peculiarly appropriate.

Independently, however, of these considerations, we only do justice to our feelings in dedicating the result of our labours to you as a token of personal esteem.

Remaining always,

Dear Sir,

Your faithful Servants,

THE AUTHORS

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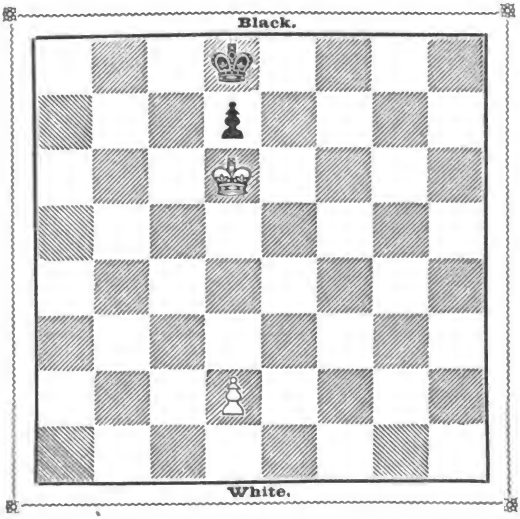
CHESS STUDIES.

KING AND PAWNS AGAINST KING AND PAWNS.

NO. I.



White can only draw.

WHITE.	BLACK.
1. P. two squares	1. K. to B. square
2. K. to K. seventh	2. P. two squares (*a*)
3. K. to K. sixth	3. K. to Q. square
4. K. takes P.	4. K. to Q. second

And draws.

(*a*) The only move to draw.

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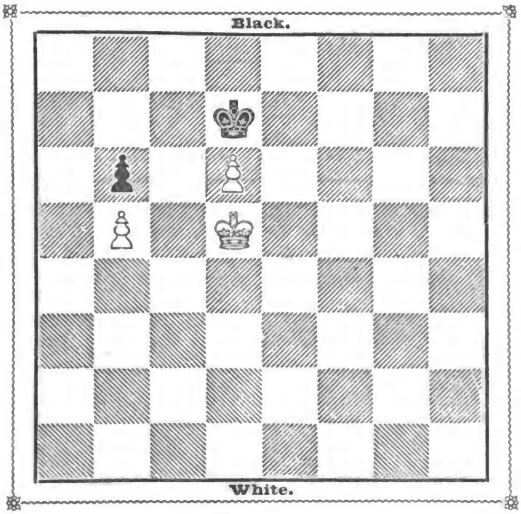
NO. II.



White wins.

WHITE.	BLACK.
1. K. to K. fifth	1. K. to Q. square
2. K. to Q. fourth	2. K. to Q. B. square or K. square
3. K. to K. fourth	3. K. to Q. square
4. K. to K. fifth	4. K. to Q. second
5. K. to Q. fifth	

And wins.

White, by the mode of play adopted, gains either the opposition and wins with his Queen's Pawn, or else gains the Black Pawn, and then wins easily.

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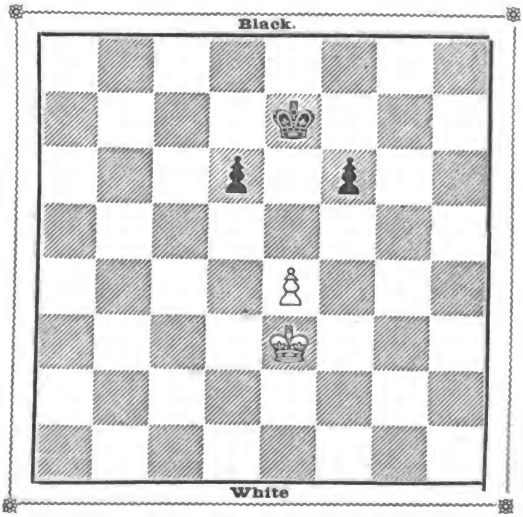
NO. III.



Black with the move cannot win.

WHITE.	BLACK.
1.	1. K. to K. third
2. K. to Q. fourth	2. K. to Q. second
3. K. to Q. fifth	3. K. to K. second
4. K. to Q. B. fourth	4. K. to K. third
5. K. to Q. fourth	

And draws.

White has only to wait for Black to play to his King's third, and to answer either K. to Q. fourth, or K. B. fourth.

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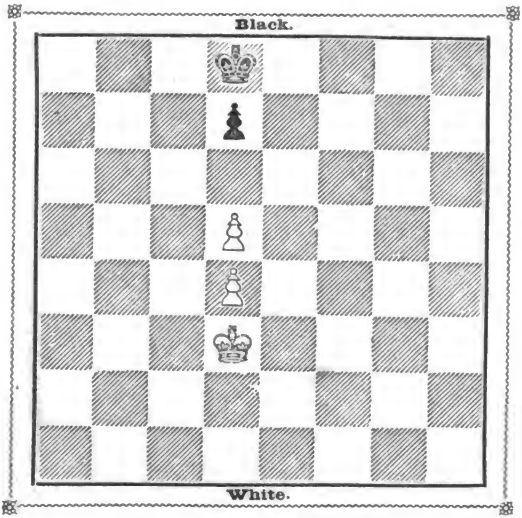
NO. IV.



White wins.

WHITE.	BLACK.
1. P. one	1. K. to K. square
2. K. to Q. B. fourth	2. K. to K. B. second
3. K. to Q. Kt. fifth	3. K. to K. third
4. K. to Q. B. fifth	4. K. to K. B. second
5. K. to Q. Kt. sixth	

And wins.

Should White, on his first move, play his King, the game would be drawn; nor must White, on his second move play his King in opposition of the Black King. For example, should Black play K. to Q. B. square, White's reply must be, K. to his fourth.

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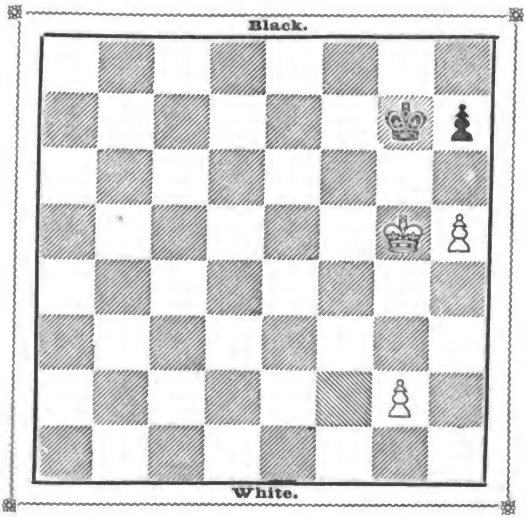
NO. V.



White can only draw.

WHITE.	BLACK.
1. P. to K. Kt. third	1. K. to K. R. square
2. K. to K. R. sixth	2. K. to K. Kt. square
3. P. to K. Kt. fourth	3. K. to K. R. square
4. P. to K. Kt. fifth	4. K. to K. Kt. square
5. P. to K. Kt. sixth	5. P. takes P..

And draws.

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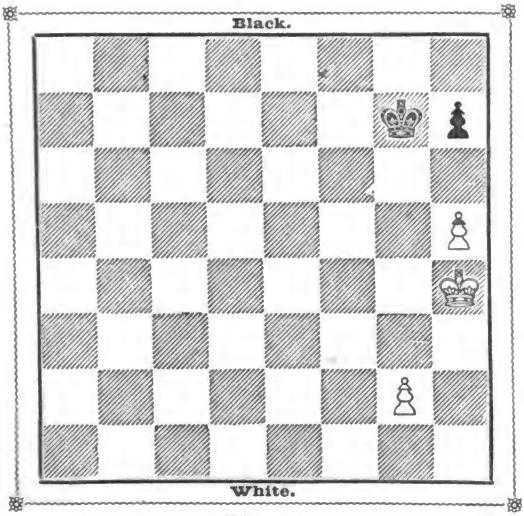
NO. VI.



White wins.

WHITE.	BLACK.
1. K. to K. Kt. fifth	1. K. to K. B. second (or A)
2. K. to K. R. sixth	2. K. to K. Kt. square
3. P. one	3. K. to K. R. square
4. P. one	4. K. to K. Kt. square
5. P. one	5. K. to K. R. square
6. P. one	

And wins.

(A.)

1.	1. K. to K. Kt. square
2. K. to K. R. sixth	2. K. to K. R. square
3. Pawn two squares, and wins as in the former solution.	

In the preceding diagram Black having obtained the opposition draws, but in the present example White wins from being *first* enabled to command the opposition.

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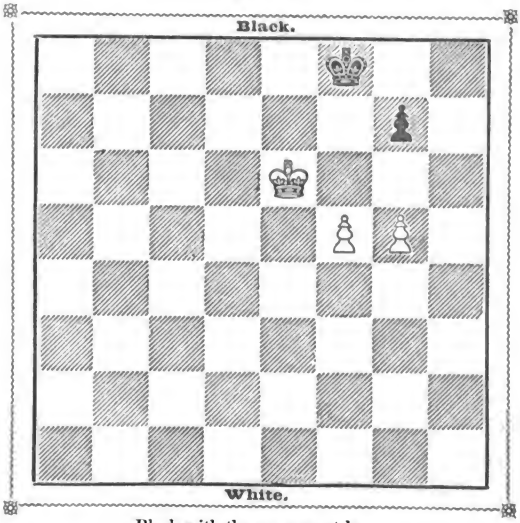
NO. VII.



Black with the move must lose.

WHITE.	BLACK.
1.	1. P. one
2. P. one (*a*)	2. K. to K. square
3. P. one (check)	3. K. to B. square
4. K. to Q. sixth	4. K. takes P.
5. K. to Q. seventh	5. K. to B. square
6. K. to K. sixth	6. K. to Kt. second
7. K. to K. seventh	7. K. to Kt. square
8. K. to B. sixth	8. K. to R. second
9. K. to B. seventh	9. K. to R. square
10. K. takes P.	10. K. to Kt. square
11. K to R. sixth (*b*)	11. K. to R. square
12. P. one	

And wins.

(*a*) A drawn game should White take the Pawn.
(*b*) K. to B. sixth would be a lost move.

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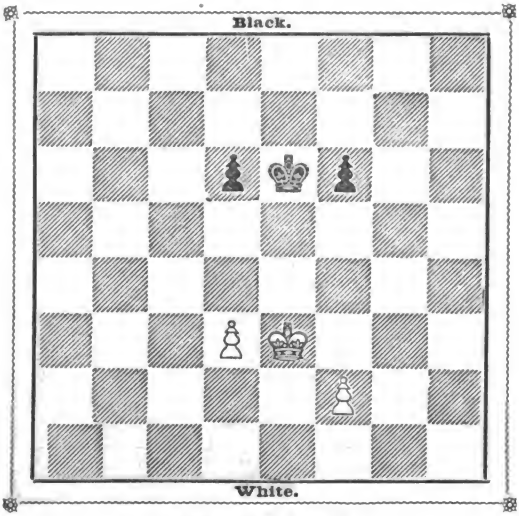
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. K. to K. fourth (*a*)	1. Q. P. one (check)
2. K. to K. B. fourth (*b*)	2. K. to Q. third
3. K. to K. B. fifth	3. K. to Q. B. fourth (or A)
4. K. takes P.	4. K. to Q. fifth
5. K. to K. sixth	5. K. takes P.
6. K. takes P.	

And wins.

(A)

3.	3. K. to K. second
4. Q. P. one	4. K. to K B. second
5. B. P. two	

And wins.

(*a*) The only move to win.
(*b*) Had White played K. to Q. fourth, Black would have drawn.

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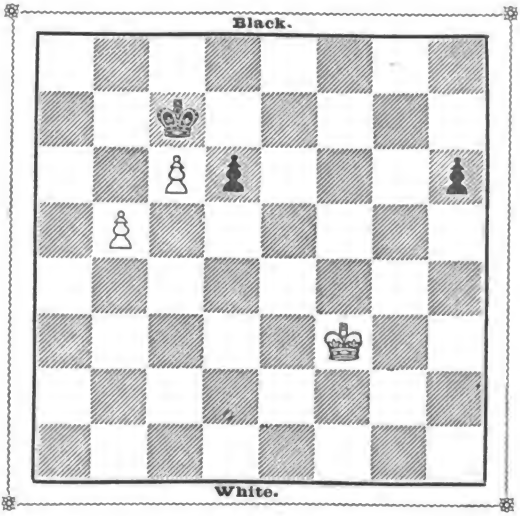
NO. IX.



White to move and win.

WHITE.	BLACK.
1. K. to K. B. fourth	1. K. to Q. Kt. third
2. K. to K. B. fifth	2. K. to Q. B. second
3. K. to K. B. sixth	3. K. to Q. Kt. third
4. K. to K. sixth	4. K. to Q. B. second (*a*)
5. K. to Q. fifth	5. P. to K. R. fourth
6. P. to Q. Kt. sixth (check)	6. K. takes P.
7. K. takes P.	7. P. one
8. P. one	

And wins.

(*a*) The advance of the Rook's P. would be unavailing, as White's reply would be K. to Q. seventh, winning easily.

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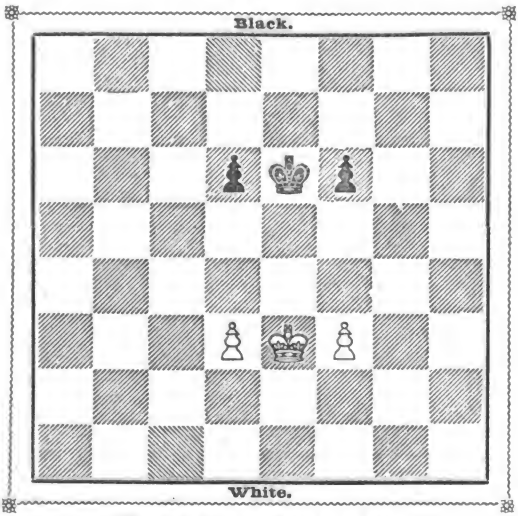
NO. X.



White with the move can only draw.

WHITE.	BLACK.
1. K. to K. fourth (or A)	1. Q. P. one (check)
2. K. to K. B. fourth	2. K. B. P. one
3. K. to K. Kt. fifth	3. K. to K. fourth
4. K. B. P. one (check)	4. K. to Q. fifth
5. K. takes P.	

And the game is drawn.

(A.)

1. K. to K. B. fourth	1. K. to Q. fourth
2. K. to K. B. fifth	2. K. to Q. fifth
	3. K. takes P.

And the game is drawn.

White having advanced his K B. P., cannot win as in problem No. 8.

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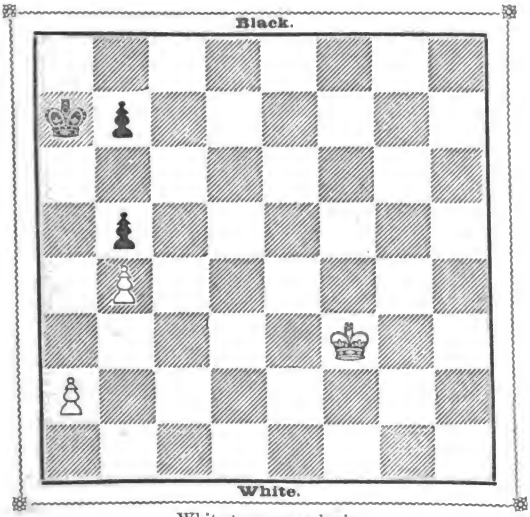
NO. XI.



White to move and win.

WHITE.	BLACK.
1. K. to K. fourth	1. K. to Q. R. third
2. K. to Q. fifth	2. K. to Q. Kt. third (best)
3. K. to Q. sixth	3. K. to Q. R. second
4. K. to Q. B. fifth	4. K. to Q. R. third
5. P. one	5. P. one (check)
6. K. to Q. B. sixth	6. K. to Q. R. second
7. K. takes P.	7. K. to Q. Kt. second
8. P. one	

And wins.

In this position, Black, fighting under the disadvantage of a doubled Pawn, must lose both Pawns.

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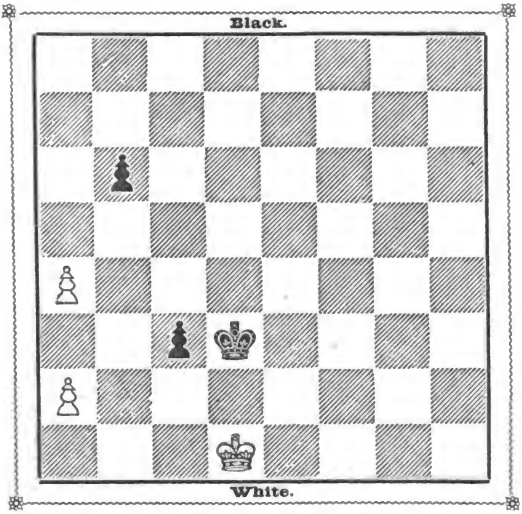
NO. XII.



White with or without the move can draw.

White playing first :—

WHITE.	BLACK.
1. P. to Q. R. fifth	1. P. takes P.
2. K. to Q. B. square	2. R. P. one (*a*)
3. K. to Q. square	3. K. to Q. fifth
4. K. to Q. B. second	4. K. to Q. B. fifth
5. P. one	

And draws.

(*a*) If Black had pushed his Bishop's Pawn on, White's answer would have been R. P. two squares.

Black playing first :—

WHITE.	BLACK.
1.	1. K. to Q. fifth
2. K. to Q. B. square	2. K. to Q. B. fifth
3. K. to Q. B. second	3. K. to Q. Kt fifth
4. K. to Q. third	

And draws.

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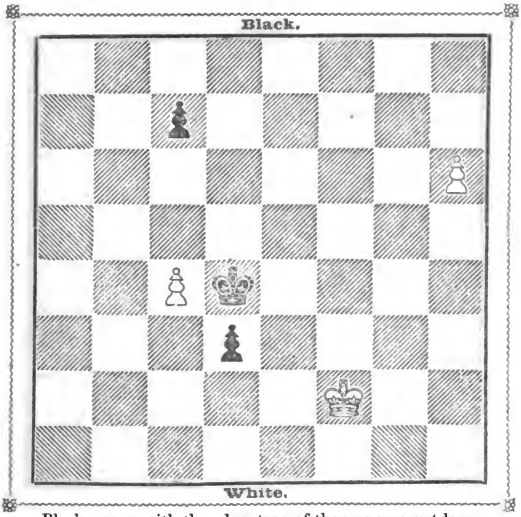
NO. XIII.



Black—even with the advantage of the move—must lose.

WHITE.	BLACK.
	1. K. to Q. B. sixth
2. P. to K. R. seventh	2. P. to Q. seventh
3. P. to Q. (check)	3. K. to Q. B. seventh
4. Q. to K. R. seventh (check)	4. K. to Q. B. eighth
5. Q. to K. R. sixth	5. K. to Q. B. seventh
6. Q. to K. Kt. sixth (check)	6. K. to Q. B. eighth
7. Q. to K. Kt. fifth	7. K. to Q. B. seventh
8. Q. to K. B. fifth (check)	8. K. to Q. B. eighth
9. Q. to K. B. fourth	9. K. to Q. B. seventh
10. Q. to K. fourth (check)	10. K. to Q. B. eighth
11. Q. to K. third	11. K. to Q. B. seventh
12. Q. to K. second (*a*)	12. K. to Q. B. eighth
13. K. to K. third	13. P. Queens
14. Q. takes Q.	14. K. takes Q.
15. K. to Q. third	15. K. to Q. B. eighth
16. P. one	16. K. to Q. Kt. seventh
17. K. to Q. B. fourth	17. K. to Q. B. seventh
18. P. one	18. K. to Q. Kt. seventh
19. K. to Q. Kt. fifth	

And wins.

(*a*) By this play White gains a move with the King, which gives him the victory.

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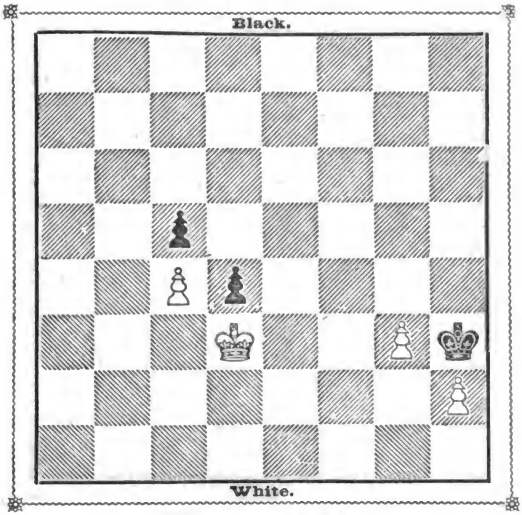
NO. XIV.



White to move and win.

WHITE.	BLACK.
1. K. to K. fourth	1. K. to K. Kt. fifth
2. P. two squares	2. K. to K. R. fourth
3. K. to K. B. fourth	3. K. to K. R. third
4. P. to K. Kt. fourth	4. K. to K. Kt. third
5. P. to K. R. fifth (check)	5. K. to K. R. third
6. K. to K. fourth	6. K. to K. Kt. fourth
7. K. to K. B. third	7. K. to K. R. third
8. K. to K. B. fourth	8. K. to K. R. second
9. P. to K. Kt fifth	9. K. to K. Kt. second
10. P. to K. Kt. sixth (*a*)	10. K. to K. R. third
11. K. to K. Kt. fourth	11. K. to K. Kt. second
12. K. to K. Kt. fifth	12. P. one
13. P. to R. sixth (check)	13. K. to K. R. square
14. K. to K. B. sixth	14. P. one
15. K. to K. B. seventh	15. P. Queens
16. P. to K. Kt. seventh (check)	16. K. to K. R. second
17. P. Queens (check)	

And Mates next move.

(*a*) Had White played Rook's Pawn, Black would have drawn.

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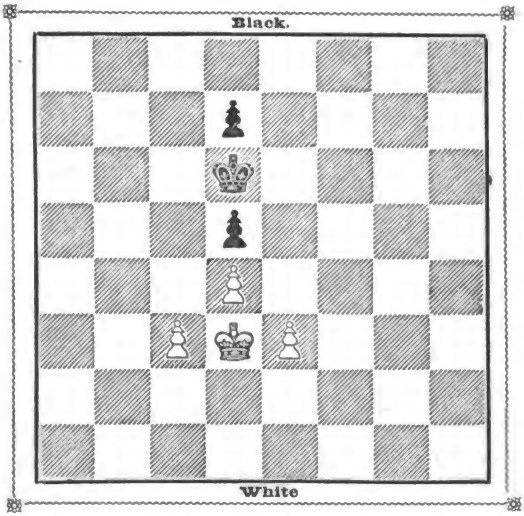
NO. XV.



White wins without the move.

WHITE.	BLACK.
1.	1. K. to Q. B. third
2. K. P. one (*a*)	2. P. takes P. (check)
3. K. takes P.	3. K. to Q. third
4. Q. B. P. one	4. K. to K. third
5. Q. P. one (check)	5. K. to Q. third (best)
6. K. to Q. fourth	6. K. to K. second (*b*)
7. K. to Q. B. fifth	

And wins.

(*a*) Were Black to play K. to K. third, White would play Q. B. P. one, and win.

(*b*) If Black were to play K. to Q. B. second, White's answer would be K. to K. fifth.

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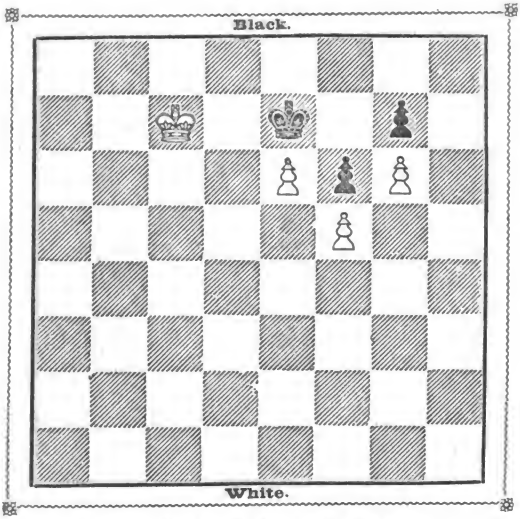
NO. XVI.



A drawn game, either party having the move.

White playing first.

WHITE.	BLACK.
1. K. to Q. B. sixth	1. K. to K. square (or A)
2. K. to Q. sixth	2. K. to Q. square
3. P. one (check)	3. K. to K. square

And draws.

(A)

1.	1. K. to Q. square
2. K. to Q. sixth	2. K. to K. square

And draws.

Black playing first.

1.	1. K. to K. square
2. K. to Q. sixth	2. K. to Q. square
3. P. one (check)	3. K. to K. square

And draws.

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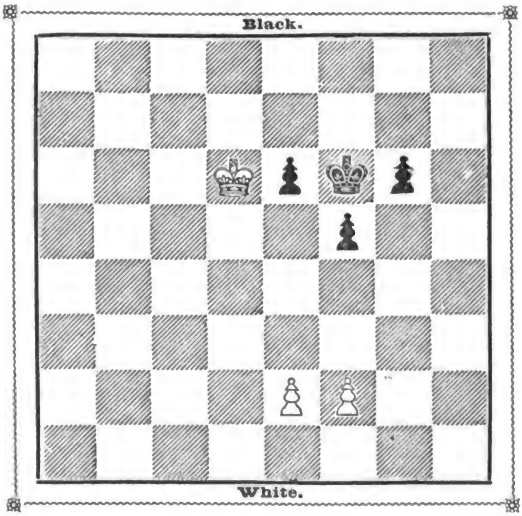
NO. XVII.



White with the move can only draw.

WHITE.	BLACK.
1. P. to K. B. fourth	1. K. to K. B. second (*a*)
2. K. to K. seventh	2. P. to K. Kt. fourth
3. P. takes P.	3. P. to K. fourth
4. K. to Q sixth	4. P. to K. fifth
5. K. to K. fifth	5. K. to K. Kt. third
6. K. to K. B. fourth	6. P. to K. sixth

And draws.

(*a*) This position shows the advantage sometimes to be derived from the power of the Pawn to play two squares.

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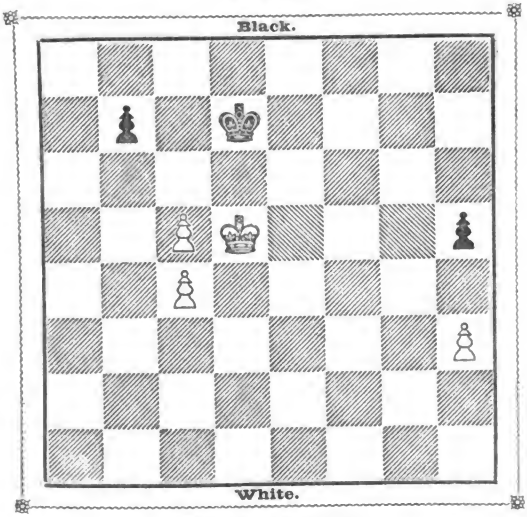
NO. XVIII.



White to move and win.

WHITE.	BLACK.
1. P. to Q. B. sixth (check) (*a*)	1. P. takes P. (best)
2. K. to K. fifth	2. K. to K. second (best)
3. Q. B. P. one	3. K. R. P. one
4. K. to K. B. fifth	4. K. to K. B. second
5. K. to K. Kt. fifth	5. K. to K. third
6. K. takes P.	6, K. to Q. fourth
7. K. to K. Kt. fifth	7. K. takes P.
8. P. one	8. K. to Q. third
9. K: to B. sixth	9. P. one
10. P. one	10. P. one
11: P. one	11. P. one
12. P: one	12. P. one
13. P. Queens	13. P. Queens
14. Q. to Q. eighth (check)	

And wins Q. next move.

(*a*) The only move to win.

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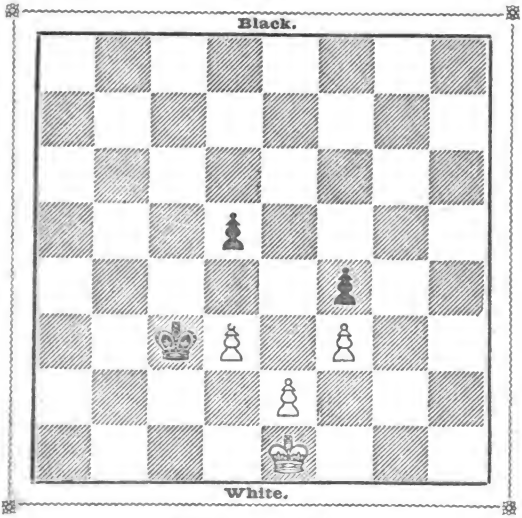
NO. XIX.



White to move and win.

WHITE.	BLACK.
1. P. two squares (*a*)	1. P. takes P. (*en passant*)
2. K. B. P. one	2. K. to Q. Kt. fifth (or A)
3. Q. P. one	

And wins.

(A)

2.	2. K. to Q. fifth
3. K. to K. second	

And wins by taking the Pawn with King on the following move.

(*a*) Were White to play K. P. one square, Black would take Q.'s P. and draw.

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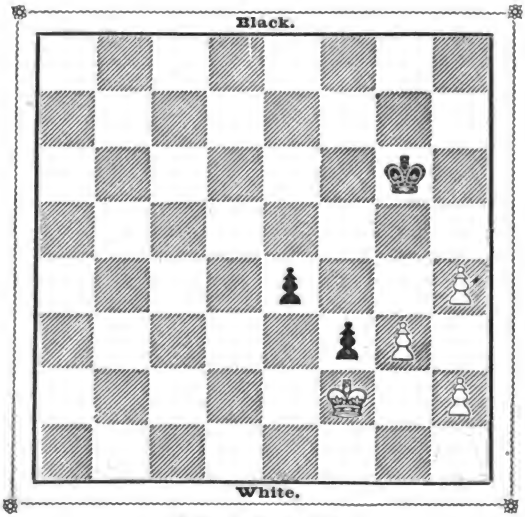
NO. XX.



White to move and win.

WHITE.	BLACK.
1. K. to K. third	1. K. to K. R. fourth
2. P. to K. R. third	2. K. to K. Kt. third
3. P. to K. Kt. fourth	3. K. to K. R. third
4. K. to K. B. second	4. K. to K. Kt. third
5. K. to K. Kt. third	5. K. to K. R. third
6. P. to K. R. fifth	6. K. to K. Kt. fourth
7. P. to K. R. fourth	7. K. to K. R. third
8. K. to K. B. second	8. K to K. R. second
9. P. to K. Kt. fifth	9. K. to K. Kt. second
10. P. to K. R. sixth	10. K. to K. Kt. third
11. P. to K. R. fifth (check)	11. K. to K. R. second
12. K. to K. third	12. K. to K. R. square
13. P. to K. Kt. sixth	13. K. to K. Kt. square
14. P. to K. R. seventh (check)	14. K. to K. Kt. second
15. P. to K. R. sixth (check)	15. K. to K. R. square
16. K. to K. B. second	16. P. to K. sixth (check)
17. K. takes K. B. P.	17. P. to K. seventh
18. P. to K. Kt. seventh (check)	18. K. takes P.
19. K. takes P.	

And wins.

The nicety of this Problem consists chiefly in the play of the Kings.

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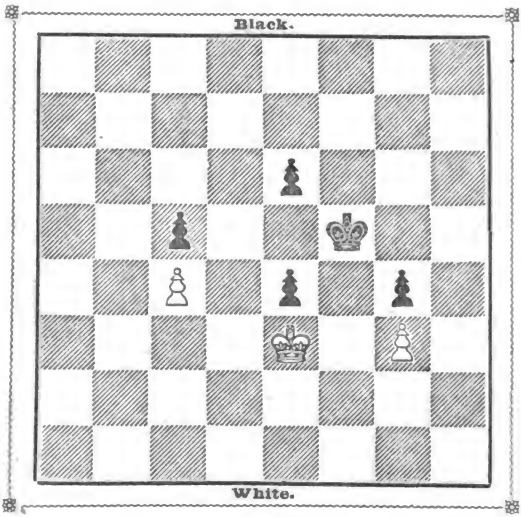
NO. XXI.



White draws.

WHITE.	BLACK.
1. K. to K. second	1. K. to K. B. third
2. K. to Q. second (*a*)	2. K. to K. fourth
3. K. to K. third	

And draws.

(*a*) If White instead of playing to Q. second, were to play to K. third, he would lose.

If the Black Pawn on K.'s third were on K.'s second, Black would win.

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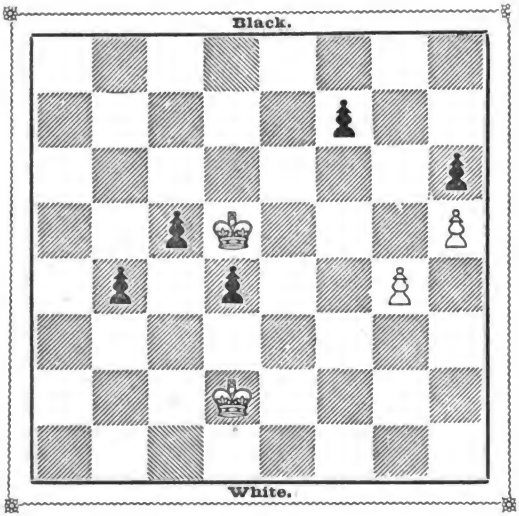
NO. XXII.



White to move and win.

WHITE.	BLACK.
1. P. to K. Kt. fifth	1. K. to K. third (or A)
2. P. takes P.	2. K. to K. B. third
3. K. to Q. B. second	3. Q. B. P. one
4. K. to Q. B. square	

And wins.

(A.)

1.	1. Q. Kt. P. one
2. P. takes P.	2. Q. B. P. one
3. P. to R. seventh	3. P. to K. B. sixth (check)
4. K. to Q. B. square	4. P. to K. Kt. seventh (check)
5. K. to Q. Kt. square	

And wins.

Black loses, in consequence of his Bishop's Pawn being in the way.

This example will exhibit to the student that doubled Pawns in some positions are extremely strong.

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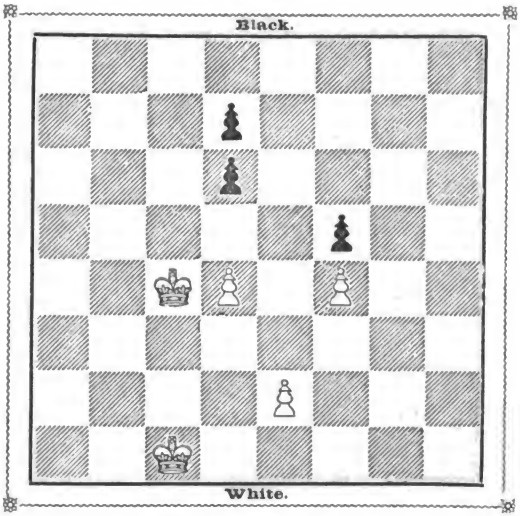
NO. XXIII.



White to move and win.

WHITE.	BLACK.
1. K. P. two squares	1. P. takes P. (or A)
2. K. B. P. one	2. K. to Q. sixth
3. K. B. P. one	3. P. to K. sixth
4. K. to Q. square	

And wins.

(A)

1.	1. K. takes P.
2. P. takes P.	2. K. to Q. fourth
3. K. to Q. second	

And wins.

In this instance White wins by the acquisition of a doubled Pawn, and Black loses through the *possession* of a similar Pawn.

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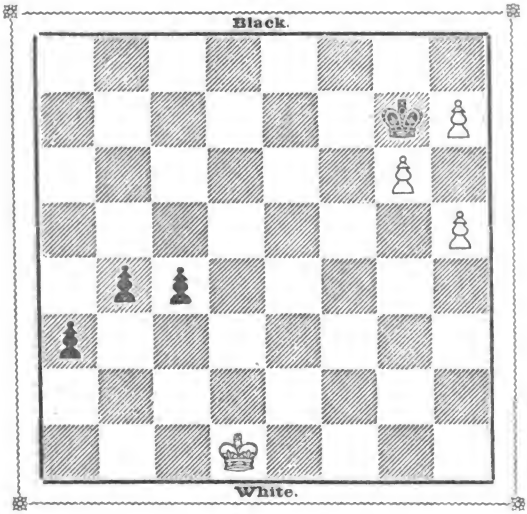
NO. XXIV.



Black wins.

WHITE.	BLACK.
1. P. to K. R. sixth (check)	1. K. to K. R. square
2. K. to Q. B. second	2. Q. Kt. P. one (check) (*a*)
3. K. to Q. Kt. second	3. Q. B. P. one
4. K. to Q. R. square	4. Q. B. P. one
5. K. Kt. P. one (check)	5. K. takes P.
6. P. Queens (check)	6. K. takes Q.
7. K. R. P. one (check)	7. K. to K. B. second

And wins.

(*a*) P. to Q. R. seventh would have led to a drawn game. For example :—

2.	2. P. to Q. R. seventh
3. K. to Q. Kt. second	3. P. to Q. Kt. sixth
4. K. to Q. R. square	4. P. to Q. B. sixth
5. K. Kt. P. one (check)	5. K. takes P.
6. P. Queens (check)	6. K. takes Q.
7. K. R. P. one (check)	7.

And draws.

Correctness of Pawn play can only be obtained by the utmost research. As Staunton justly observes, the combination of these simple elements are amongst the most refined and arduous studies of the science; and it is absolutely necessary thoroughly to understand their peculiar and intricate combinations, in order to become a first-rate player. The example given by Szen in his Problem of three Pawns against three Pawns, are beautiful examples of Pawn play.

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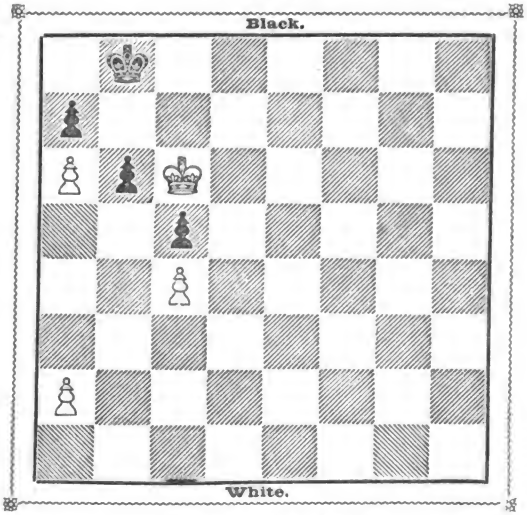
NO. XXV.



White to move and win.

WHITE.	BLACK.
1. R. P. one (*a*)	1. K. to Q. B. square
2. R. P. one	2. K. to Q. Kt. square
3. K. to Q. seventh	3. K. to Q. R. square
4. K. to Q. B. seventh	4. P. one
5. Q. B. P. takes P.	5. P. one
6. R. P. one	6. P. one
7. P. one	7. P. takes P.
8. P. takes P.	8. P. one
9. P. one (check)	

And wins.

(*a*) Had White played R. P. two squares, Black would have drawn.

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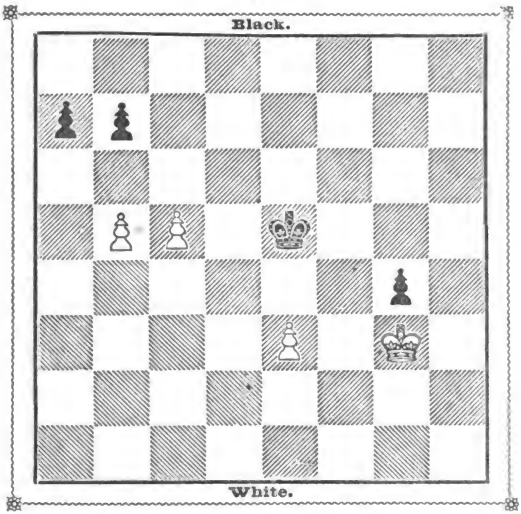
NO. XXVI.



White to move and win.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to Q. R. third (or A. B.)
2. P. to Q. B. sixth	
And wins.	
(A)	
1.	1. P. to Q. R. fourth
2. P. to Q. Kt. sixth	2. K. to K. third.
3. P. to Q. B. sixth	
And wins.	
(B)	
1.	1. K. to K. third
2. K. takes P.	2. P. to Q. R. fourth
3. P. takes P. (*en passant*)	3. P. takes P.
4. K. to K. B. third	4. P. one
5. K. to K. second	5. P. one
6. K. to Q. second	6. P. one
7. K. to Q. B. second	7. K. to Q. second
8. P. to K. fifth	
And wins.	

The advance of White King's Pawn here decides the game.

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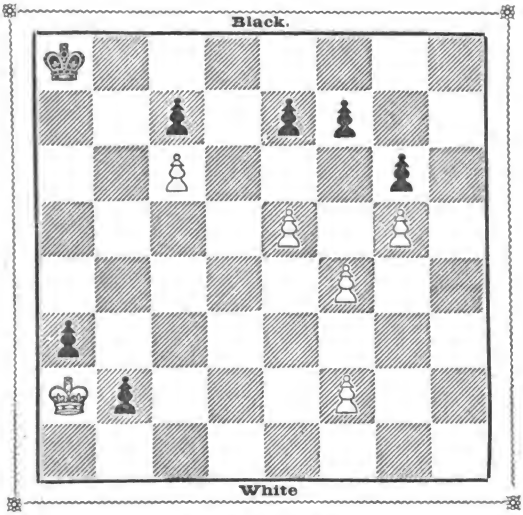
NO. XXVII.



White to move and win.

WHITE.	BLACK.
1. P. to K. B. fifth	1. P. to K. third (best)
2. P. takes either P.	2. P. takes P.
3. P. to K. B. fourth	3. K. to Q. Kt. eighth
4. P. to K. B. fifth	4. P. on K. third takes P. (best)
5. P. to K. sixth	5. K. to Q. B. square
6. P. to K. seventh	

And wins.

Another illustration of the advantage of a doubled Pawn.

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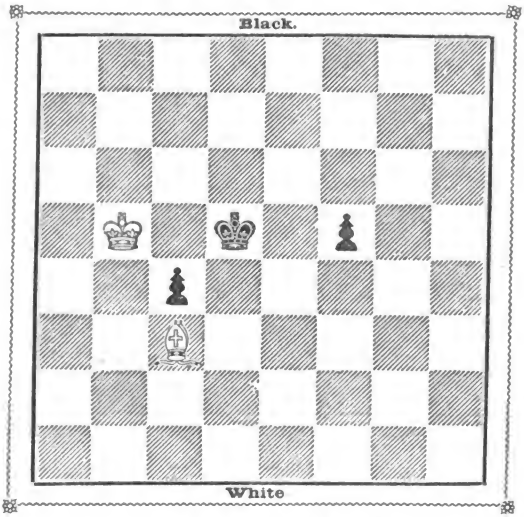
KINGS, BISHOPS, AND PAWNS.

NO. I.



Black having the move wins.

WHITE.	BLACK.
1.	1. P. to K. B. fifth
2. K. to Q. Kt. fourth	2. P. to K. B. sixth
3. B. to K. square	3. K. to Q. fifth
4. K. to Q. R. third	4. P. to Q. B. sixth (*a*)
5. K. to Q. R. second	5. K. to Q. sixth
6. K. to Q. Kt. square	6. K. to K. seventh

And wins.

(*a*) If Pawn does not advance, White draws by playing his King to Q. Kt. second.

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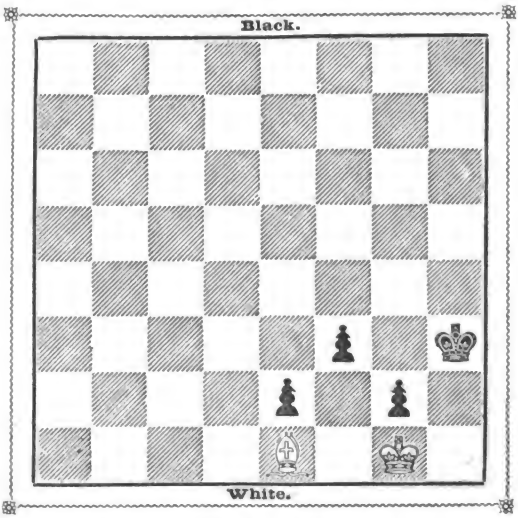
NO. II.



Black wins.

WHITE.	BLACK.
1.	1. K. to K. Kt. fifth
2. K. to K. B. second	2. K. to K. B. fifth
3. B. to Q. second (check)	3. K. to K. fifth
4. B. to Q. R. fifth	4. K. to Q. sixth
5. B. to Q. Kt. fourth	5. K. to Q. B. seventh
6. B. to Q. R. fifth	6. K. to Q. eighth
7. B. to Q. Kt. fourth	7. K. P. Queens
8. B. takes Q.	8. K. Kt. P. Queens
9. K. takes Q.	9. K. takes B.

And wins.

White with his King and Bishop is not able to stop the advance of Black's Pawns, as Black can sacrifice the Pawns on the King and Kt.'s file, and win with the Bishop's Pawn.

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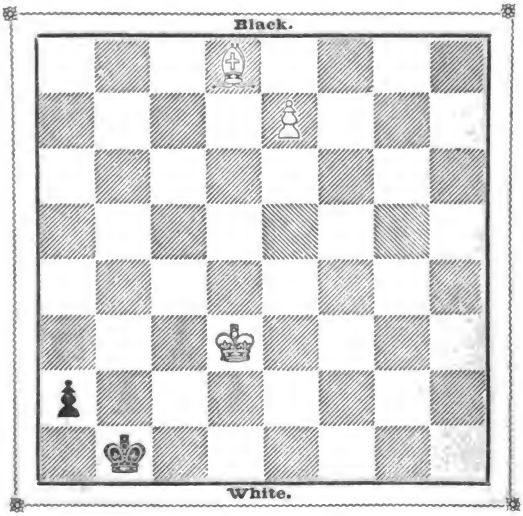
NO. III.



White to move and win.

WHITE.	BLACK.
1. P. Queens	1. P. Queens
2. Q. to K. square (check)	2. K. to Q. R. seventh
3. Q. to K. sixth (check)	3. K. to Q. Kt. eighth (best)
4. B. to K. B. sixth	4. Q. to Q. R. sixth (check)
5. B. to Q. B. third	5. Q. to Q. R. fifth
6. Q. to K. square (check)	6. K. to Q. R. seventh
7. Q. to Q. R. square (check)	7. K. to Q. Kt. sixth
8. Q. to Q. Kt. second (mate)	

White without the Bishop could not win.

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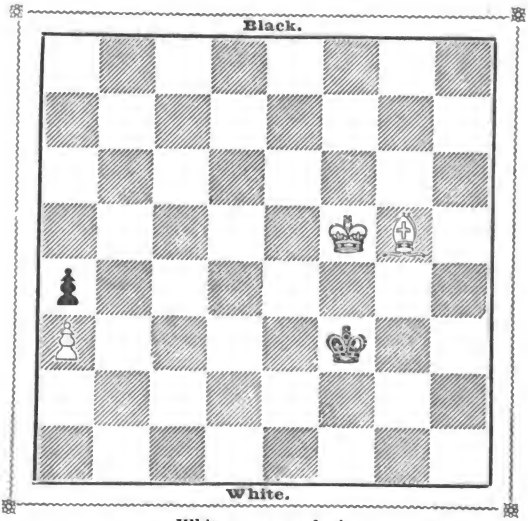
NO. IV.



White to move and win.

WHITE.	BLACK.
1. B. to K. B. fourth	1. K. to K. Kt. seventh (or A)
2. K. to K. Kt fourth	2. K. to K. B. seventh.
3. B. to Q. B. square	3. K. to K. seventh
4. K. to K. B. fourth	4. K. to Q. eighth (or B)
5. B. to K. third	5. K. to Q. B. seventh
6. K. to K. fifth	6. K. to Kt. sixth
7. B. to Q. B. fifth	7. K. to Q. B. fifth
8. K. to Q. sixth	8. K. to Q. Kt. fourth (best)
9. K. to Q. fifth	9. K. to Q. R. fourth (best)
10. K. to Q. B. sixth	10. K. to Q. R. third
11. B. to K. Kt. square	11. K. to Q. R. fourth
12. K. to K. Kt. seventh	12. K. to Q. Kt. fourth
13. B. to Q. Kt. sixth	13. K. to Q. B. fifth
14. K. to Q. B. sixth	14. K. to Q. Kt. sixth
15. B. to Q. B. fifth	15. K. to Q. B. fifth
16. B. to K. third	16. K. to Q. Kt. sixth (best)
17. B. to K. B. square	17. K. to Q. B. fifth (or C)
18. B. to K. Kt. second	18. K. to Q. third
19. K. to Kt. fifth	

And wins.

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(A)

1.	1. K. to K. B. seventh
2. K. to K. fourth	2. K. to K. Kt. seventh
3. K. to Q. fourth	3. K. to K. B. sixth
4. B. to K. R. second	

And wins.

(B)

4.	4. K. to Q. sixth
5. B. to K. third	5. K. to Q. B. fifth (or D)
6. K. to K. fifth	6. K. to Q. Kt. sixth
7. B. to K. B. fifth	7. K. to Q. B. fifth
8. K. to Q. sixth	8. K. to Q. sixth
9. K. to K. fifth	9. K. to Q. B. sixth
10. B. to Q. sixth	10. K. to K. sixth
11. K. to Q. B. fifth	11. K. to K. fifth
12. K. to Q. Kt. fifth	12. K. to Q. fourth or K. B. fourth
13. B. to K. R. second	

And wins.

(C)

17.	17. K. to Q. B. sixth
18. K. to Q. Kt. fifth	18. K. to Q. fifth.
19. B. to K. B. fourth	19. K. to K. fifth
20. K. takes P.	

And wins.

(D)

5.	5. K. to Q. B. sixth
6. K. to K. fifth	6. K. to Q. B. fifth
7. B. to K. Kt. square	

And wins as in one of the former variations.

This position requires the utmost skill to win, and shows the importance of the first move in some cases. If Black had the move he could draw by playing King to Kt.'s third.

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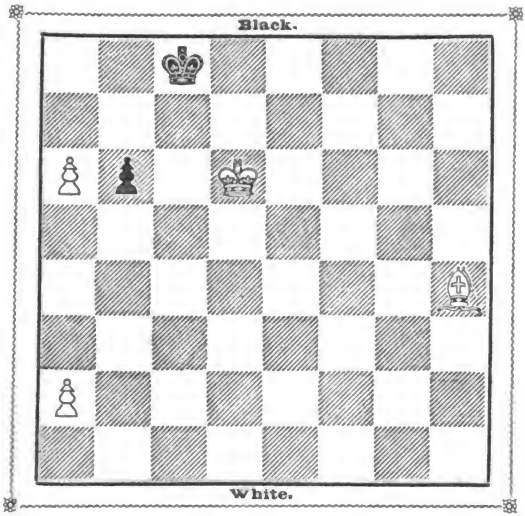
NO. V.



White to move and win.

WHITE.	BLACK.
1. P. two	1. K. to Q. Kt. square
2. B. to K. B. second	2. K. to Q. R. square
3. K. to Q. B. sixth	3. K. to Q. Kt. square
4. P. to R. seventh (check)	4. K. to Q. R. square
5. B. to K. Kt. square	5. K. takes P.
6. P. one	

And wins.

Had Black been without a Pawn he could have drawn.

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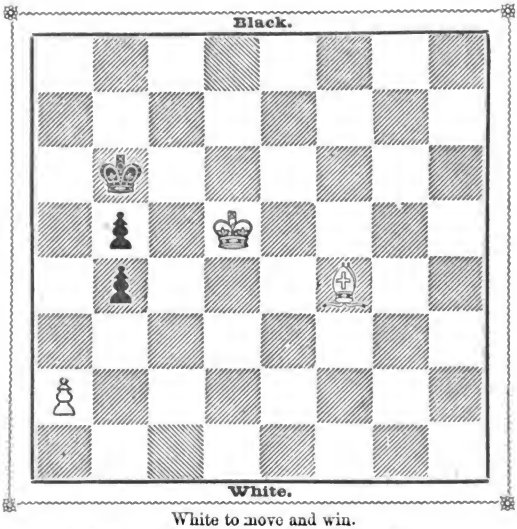
NO. VI.



White to move and win.

WHITE.	BLACK.
1. B. to Q. second (*a*)	1. K. to Q. Kt. second (or A)
2. K. to Q. sixth	2. K. to Q. Kt. third
3. B. to K. square	3. K. to Q. Kt. second
4. B. to R. fourth	4. K. to Q. Kt. third
5. B. to Q. eighth (check)	5. K. to Q. Kt. second
6. B. to Q. B. seventh	6. K. to R. square
7. K. to Q. B. sixth	7. K. to R. second
8. B. to Q. eighth	8. K. to R. square (best)
9. K. to Q. Kt. sixth	9. K. to Kt. square
10. B. to Q. B. seventh (check)	10. K. to R. square
11. B. to Q. sixth	

And wins.

(A)

1.	1. K. to Q. B. second
2. B. to K. Kt. fifth	2. K. to Q. second
3. K. to Q. B. fifth	3. K. to B. square (best)
4. K. to Q. Kt. sixth	4. K. to Kt. square
5. B. to K. B. fourth (check)	5. K. to Q. B. square
6. B. to Kt. third	6. K. to Q. second
7. K. takes P.	7. K. to Q. B. square
8. K. to Q. Kt. sixth	8. K. to Q. square
9. K. to Q. Kt. seventh	9. K. to Q. second
10. B. to K. square	

And wins.

(*a*) Had White played to any other square than Q. second for his first move, Black could have drawn the game by playing King to Queen's R. fourth.

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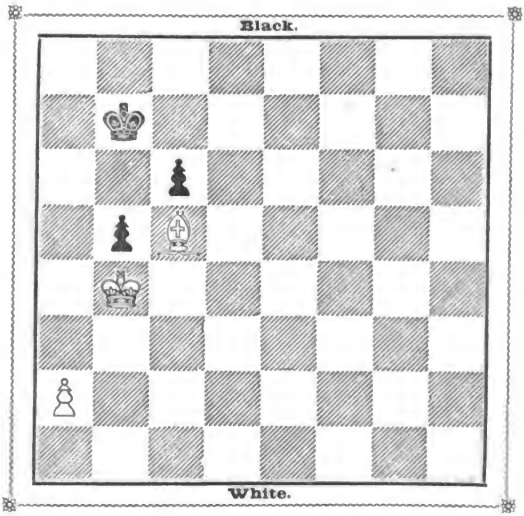
NO. VII.



White can only draw.

WHITE.	BLACK.
1. K. to R. fifth	1. P. one
2. K. to R. fourth	2. K. to R. third
3. K. to Kt. third	3. K. to Kt. fourth
4. B. to K. third	4. P. one

And draws.

White's Pawn in this position is of no advantage to him.

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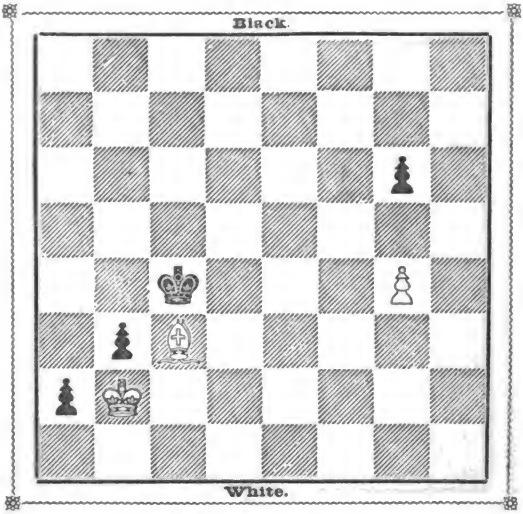
NO. VIII.



White can only draw.

WHITE.	BLACK.
1. B. to K. B. sixth (*a*)	1. K. Kt. P. one (*b*)
2. B. takes P.	2. K. to Q. fourth
3. B. to Q. B. square	3. K. to K. fifth

And draws by threatening to take White's Pawn.

(*a*) Had Black the first move, he could win by making a Queen, and then taking the Bishop.

(*b*) The only move to draw.

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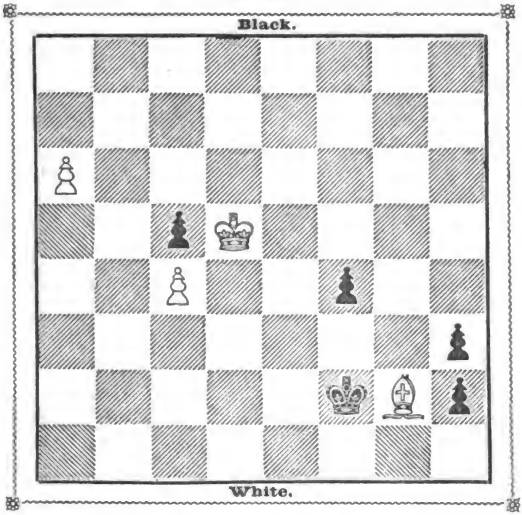
NO. IX.



White to move and win.

WHITE.	BLACK.
1. B. to K. B. square	1. K. to K. Kt. eighth
2. B. to K. B. third	2. P. Queens
3. B. takes Q.	3. K. takes B.
4. P. to Q. R. seventh	4. B. P. one
5. P. Queens	5. B. P. one
6. K. takes P. (dis. check)	6. K. to K. Kt. eighth (best)
7. Q. to K. Kt. eighth (check)	7. K. to K. R. seventh (best)
8. Q. to K. B. seventh	8. K. to K. Kt. sixth (best)
9. K. to Q. fourth	9. R. P. one
10. K. to K. third	10. R. P. Queens
11. Q. to K. B. fourth (check)	11. K. to K. R. sixth
12. Q. to K. R. sixth (check)	

And wins.

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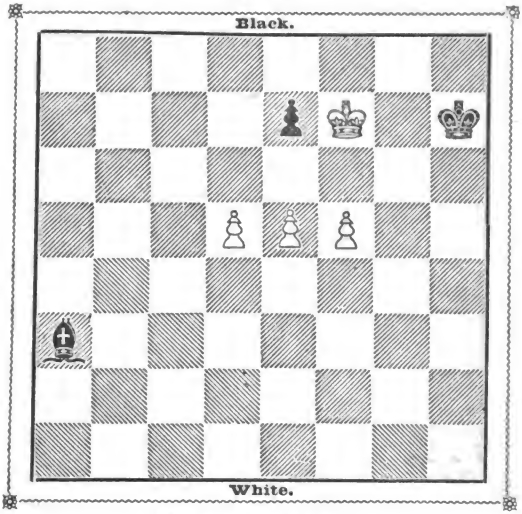
NO. X.



White to move and win.

WHITE.	BLACK.
1. P. to K. B. sixth	1. P. takes P.
2. P. to Q. sixth	

And wins.

This is a simple but useful example.

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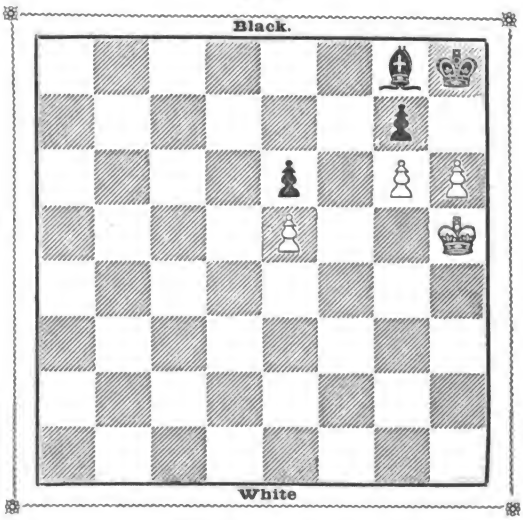
NO. XI.



White to move and win.

WHITE.	BLACK.
1. P. takes P. (best) (check)	1. K. takes P.
2. K. to K. Kt. fifth	2. K. to K. R. square (or A)
3. K. to K. B. sixth	

And wins.

(A)

2.	2. K. to K. B. square
3. K. to K. R. sixth	

And wins.

The confined position of Black's Bishop in this instance costs him the game.

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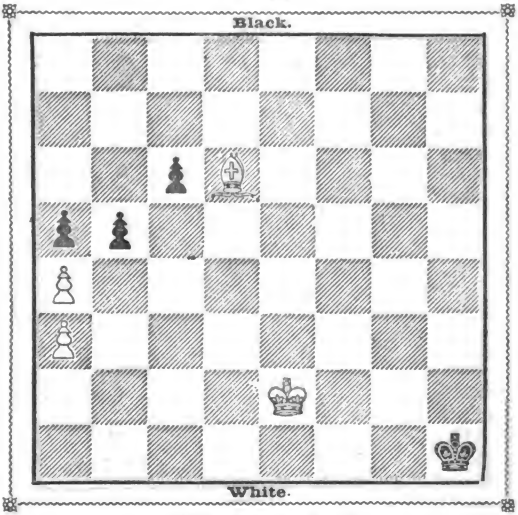
NO. XII.



White to move and win.

WHITE.	BLACK.
1. K. to K. B. second	1. P. takes P.
2. K. to K. B. square	2. P. one
3. B. to K. fifth	3. P. one
4. K. to K. B. second	4. P. one
5. B. takes P.	5. K. to K. R. seventh
6. K. to K. B. third	6. K. to K. R sixth
7. B. to K. square	7. K. to K. R. seventh
8. B. takes P.	8. K. to K. R. sixth
9. B. to K. square	9. K. to K. R. seventh
10. K. to K. Kt. fourth	10. K. to K. Kt. seventh (best)
11. B. to K. Kt. third	11. K. to K. Kt. eighth
12. K. to K. B. third	12. K. to K. B. eighth
13. B. to Q. Kt. eighth	13. K. to K. Kt. eighth
14. K. to K. third	14. K. to K. Kt. seventh
15. K. to Q. third	15. K. to K. B. sixth
16. K. to Q. B. fourth	16. K. to K. fifth
17. B. to K. R. second	17. K. to K. B fourth
18. K. to Q. Kt. fifth	18. K. to K. third
19. K. takes P.	19. K. to Q. second
20. K. to Q. Kt. fifth	20. K. to Q. B. square
21. K. to Q. B. sixth	

And wins.

Careful play is here required to prevent the Black King from gaining Queen's ·k's square.

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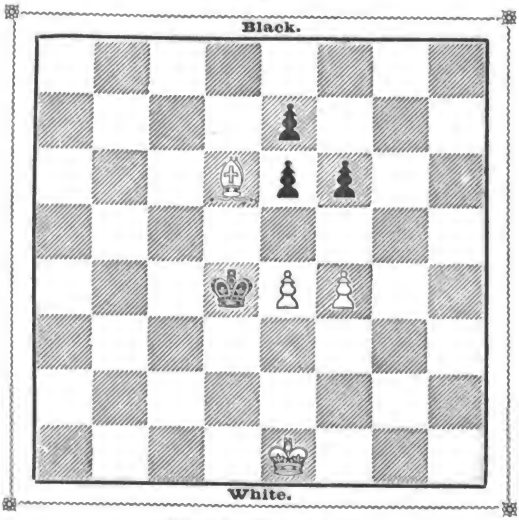
NO. XIII.



White to move and win.

WHITE.	BLACK.
1. K. P. one	1. K. to Q. fourth
2. K. to B. second	2. K. to K. fifth
3. K. to K. Kt. third	3. K. to K. B. fourth
4. K. to K. B. third	4. K. to K. Kt. third
5. B. takes P.	

And wins.

Black dare not take the Bishop nor either of the Pawns, and White has time to advance his King and ultimately win.

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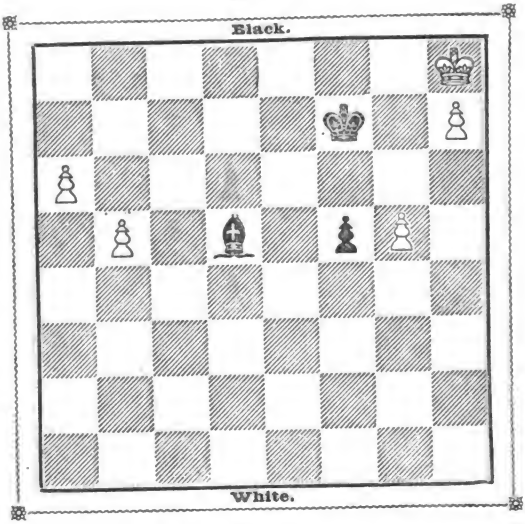
NO. XIV.



Black with the move can only draw.

WHITE.	BLACK.
1.	1. B. to Q. B fifth
2. P. to Q. R. seventh	2. B. to Q. fourth
3. P. to Q. Kt. sixth	3. P. one (or A)
4. P. Queens	4. B. takes Q.
5. Q. Kt. P. one	5. B. takes P.
6. K. Kt. P. one (check)	6. K. takes P.
7. K. to Kt. eighth	7. B. to Q. fourth (check)
8. K. to K. R. eighth	

And draws.

(A.)

3.	3. K. to his Kt. third
4. R. P. Queens	4. B. takes Q
5. Q. Kt. P. one	5. B. takes P.
6. K. to Kt. eighth	6. B. to Q. fourth (check)
7. K. to K. R. eighth	

And draws.

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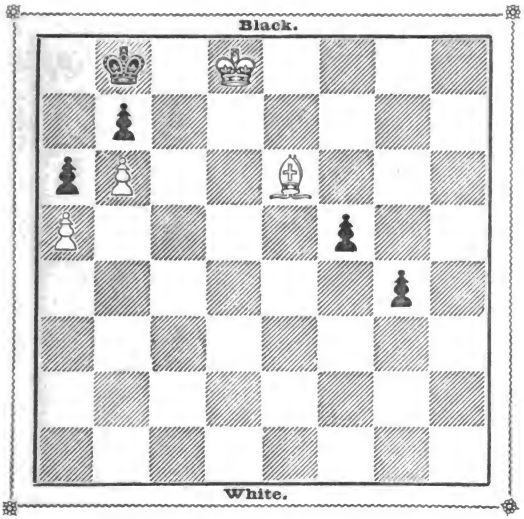
NO. XV.



White to move and win.

WHITE.	BLACK.
1. K. to Q. seventh	1. P. to K. Kt. sixth (best)
2. B. to Q. fifth	2. P. to K. B. fifth
3. B. to K. B. third	3. P. to K. Kt. seventh
4. B. takes P.	4. P. to K. B. sixth
5. B. to K. B. square	5. P. to K. B. seventh
6. K. to Q. eighth	6. K. to Q. R. square
7. B. to Q. R. sixth (takes P.)	7. K. to Q. Kt. square
8. B. to K. B. square	8. K. to Q. R. square
9. B. to K. Kt. second	9. K. to Q. Kt. square
10. K. to Q. seventh	10. P. Queens
11. B. takes Q.	

And wins.

Had Black been without the Pawns on K. B. fourth, and K. Kt. fifth, White could not have won.

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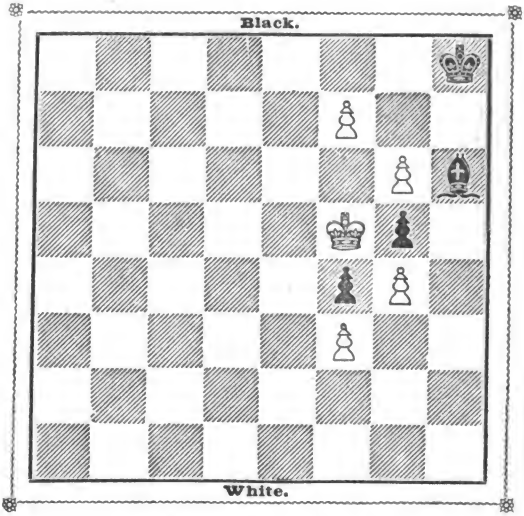
NO. XVI.



White with the move can only draw,

WHITE.	BLACK.
1. K. to K. B. sixth	1. B. to K. Kt. second (check
2. K. to K. seventh	2. B. to K. B. square (check)
3. K. to K. B. sixth	3. B. to K. Kt. second (check)
4. K. takes P.	4. B. to K. B. square
5. K. takes P.	5. B. to K. second
6. K. to K. B. fifth	6. K. to K. Kt. second
7. K. to K. sixth	7. B. to Q. R. sixth
8. K. to Q. seventh	8. K. to K. B. square
9. K B. P. one	9. B. to Q. Kt. seventh

And draws.

Black can sacrifice his two Pawns and still draw.

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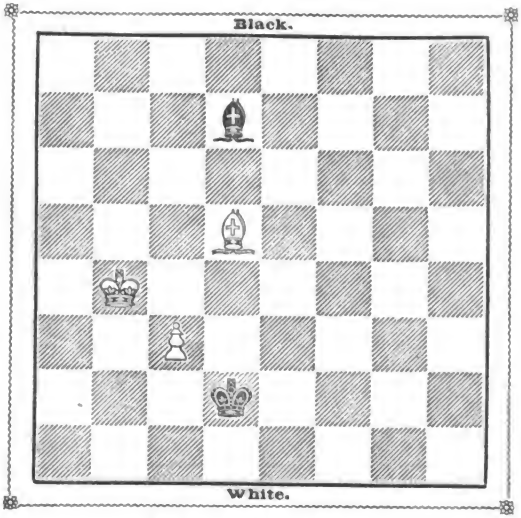
NO. XVII.



Black to move and draw.

WHITE.	BLACK.
1.	1. B. to Q. Kt. fourth
2. B. to Q. B. fourth	2. B. to Q. second
3. B. to Q. R. sixth	3. B. to K. third
4. B. to Q. B. fourth	4. B. to Q. second
5. B. to Q. Kt. third	5. B. to Q. Kt. fourth

And draws.

This position exhibits the power of the Bishop to stop the advance of a Pawn even when supported by a Bishop. See the following diagram.

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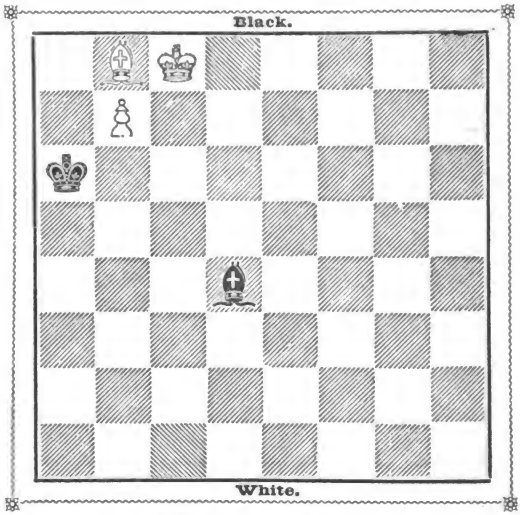
NO. XVIII.



White to move and win.

WHITE.	BLACK.
1. B. to K. B. fourth	1. B. to Q. R. second
2. B. to K. third	

And wins.

White in this instance wins in consequence of his Pawn having arrived at its seventh square. The Pawn so far advanced frequently wins, when supported by a Bishop against a Bishop.

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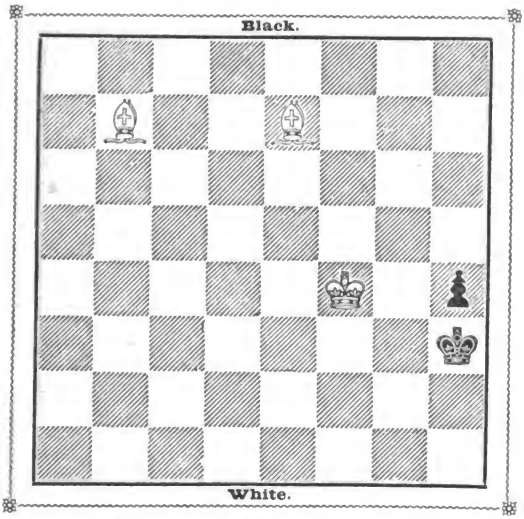
NO. XIX.



White to move and Mate in four moves.

WHITE.	BLACK.
1. B. to Q. B. fifth	Moves all forced.
2. K. to K. Kt. fourth	
3. K. to K. B. third	
4. K. to K. Kt. third	

And Mates.

Were Black without a Pawn, mate could not be effected so easily.

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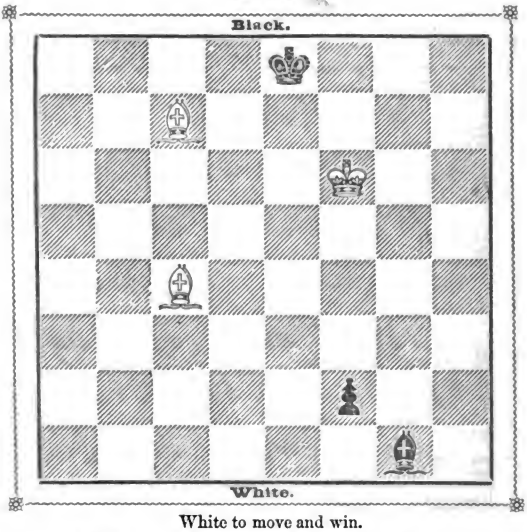
NO. XX.



White to move and win.

WHITE.	BLACK.
1. B. to Q. Kt. fifth (check)	1. K. to K. B. square
2. B. to Q. sixth (check)	2. K. to K. Kt. square
3. B. to Q. B. fourth (check)	3. K. to K. R. second (best)
4. B. to K. B. square	4. K. to K. R. third (best)
5. B. to K. B. fourth (check)	5. K. to K. R. fourth (best)
6. K. to K. B. fifth	6. K. to K. R. fifth
7. B. to Q. second	7. K. to K. Kt. sixth (best) (*a*)
8. B. to K. third	8. K. to K. B. sixth or R. fifth (or A)
9. B. to K. B. fourth	

And wins.

(A)

8.	8. K. to K. R. seventh
9. K. to K. Kt. fourth	9. K. to K. R. eighth
10. K. to K. B. third	

And Mates in two moves.

(*a*) Black cannot move his Bishop without losing it.

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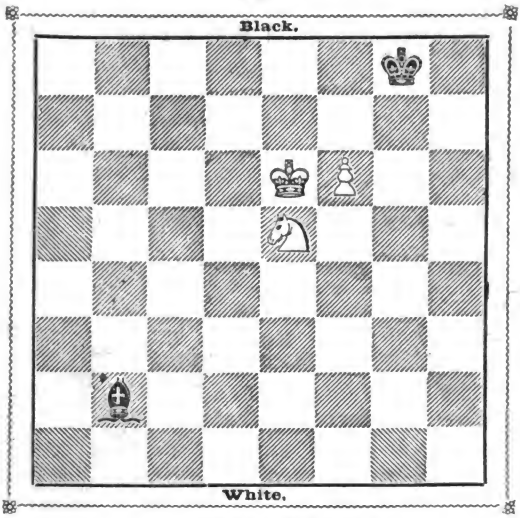
KNIGHTS, BISHOPS, AND PAWNS.

NO. I.



White has the move and wins.

WHITE.	BLACK.
1. K. to K. seventh	1. K. to K. R. second (or A)
2. P. one	2. B. to Q. R. sixth (check)
3. K. to K. eighth	3. K. to K. Kt. second (best)
4. Kt. to Q. B. fourth	4. B. to K. B. square (or B, C)
5. Kt. to K. third	5. B. to Q. B. fourth
6. Kt. to Q. fifth	6. B. to K. B. square
7. Kt. to K. seventh	

And wins.

(A)

1.	1. B. to Q. R. sixth (check)
2. K. to K. eighth	2. B. to K. B. square
3. P. one (check)	3. K. to K. Kt. second
4. Kt. to K. Kt. sixth	4. B. to Q. third
5. Kt. to K. seventh	

And wins.

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(B)

4.	4. B. to Q. Kt. fifth
5. Kt. to K. third	5. B. to Q. B. fourth
6. Kt. to Q. fifth	6. B. to Q. third
7. Kt. to K. seventh	

And wins.

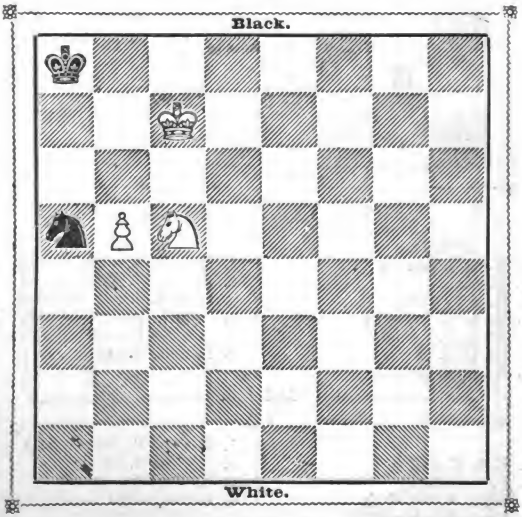
(C)

4.	4. B. to Q. B. fourth
5. Kt. to Q. Kt. sixth	5. B. to Q. third
6. K. to Q. fifth	6. B. to K. B. square
7. Kt. to K. seventh	

And wins.

Positions of a similar nature are generally drawn

NO. II.



White to move and win.

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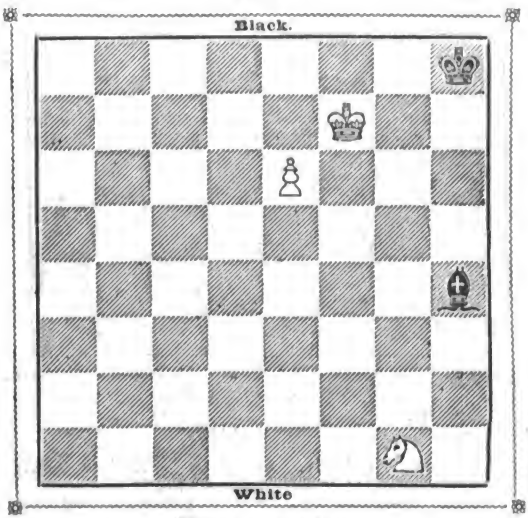
WHITE.	BLACK.
1. P. one	1. Kt. to Q. Kt. second
2. Kt. to Q. seventh	2. Kt. to Q. B. fourth
3. Kt. to K. fifth	3. Kt. to K. third (check)
4. K. to Q. B. eighth	4. Kt. to Q. B. fourth
5. Kt. to Q. B. fourth	5 Kt. to Q. Kt. second
6. K. to Q. B. seventh	6. Kt. to Q. B. fourth
7. Kt. to K. third	7. Kt. to K. third (check)
8. K. to Q. B. eighth	8. Kt. to Q. B. fourth
9. Kt. to Q. fifth	

And wins.

White wins in consequence of the confined position of Black King; but examples of this nature are usually drawn.

NO. III.



White to move and win.

WHITE.	BLACK.
1. Kt. to K. B. third	1. B. to Q. square
2. Kt. to K. fifth	2. B. to K. Kt. fourth (or A)
3. Kt. to K. Kt. fourth	3. B. to Q. square
4. Kt. to B. sixth	

And wins.

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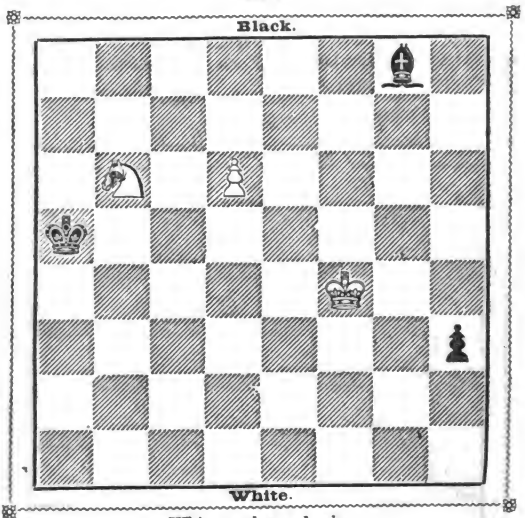
	(A)
2.	2. K. to K. R. second
3. Kt. to K. Kt. fourth	

And wins.

White having the move is enabled to attack the Bishop, and wins by play similar to that in No. 1.

NO. IV.



White to play and win.

WHITE.	BLACK.
1. P. one	1. P. one
2. P. Queens	2. P. Queens
3. Kt. to Q. fifth (dis. check)	3. K. to Q. Kt. fourth (or A)
4. Q. to Q. Kt. sixth (check)	4. K. to Q. B. fifth
5. Q. to Q. Kt. fourth (check)	5. K. to Q. sixth (best)
6. Q. to Q. B. third (check)	6. K. to K. seventh
7. Q. to Q. B. second (check)	7. K. to K. B. eighth
8. Q. to Q. square (check)	8. K. to K. Kt. seventh
9. Kt. to K. third (check)	9. K. to K. R. seventh
10. Q. to K. second (check)	10. K. to K. Kt. eighth
11. Q. to K. square (check)	11. K. to K. R. seventh
12. Q. to K. Kt. third	

Mate.

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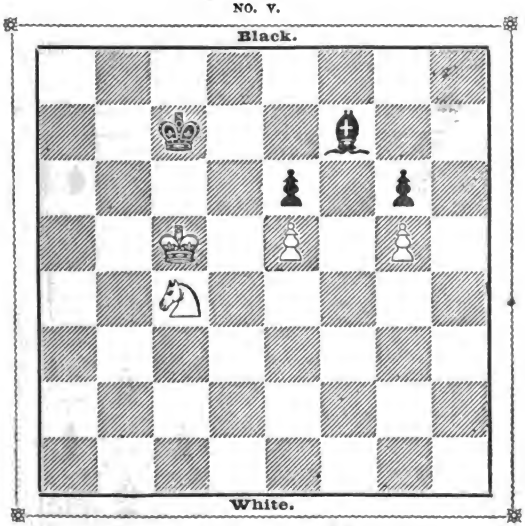
(A)

3.	3. K. to Q. R. fifth
4. Q. to Q. R. eighth (check)	4. K. to Q. Kt. sixth (best)
5. Q. to Q. Kt. seventh (check)	5. K. to Q. R. sixth (best)
6. Q. to Q. Kt. fourth (check)	6. K. to Q. R. seventh
7. Kt. to Q. B. third (check)	7. K. to Q. R. eighth
8. Q. to Q. R. third (check)	8. B. interposes
9. Q. takes B.	

Mate.

This is a useful example for the student; as towards the conclusion of a game the victory has frequently to be decided with similar forces. The example also shows how much stronger than the Bishop, is the Knight in certain cases, in combination with the Queen.

NO. V.



White to move and win

WHITE.	BLACK.
1. Kt. to Q. sixth	1. B. to K. Kt. square
2. Kt. to Q. Kt. fifth (check)	2. K to Q. second (best)
3. K. to Q. Kt. sixth	3. B. to K. B. second (best)
4. Kt. to Q. sixth	4. B. to K. Kt. square

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5. K. to Q. Kt. seventh	5. K. to Q. square (or A)
6. K. to Q. B. sixth	6. K. to K. second
7. K. to Q. B. seventh	7. B. to K. R. second
8. Kt. to Q. B. eighth (check)	8. K. to K. square
9. K. to Q. sixth	9. B. to K. Kt. square
10. Kt. to K. seventh	10. B. to K. B. second
11. Kt. to Q. B. sixth	11. B. to K. Kt. square
12. Kt. to Q. fourth	

And wins.

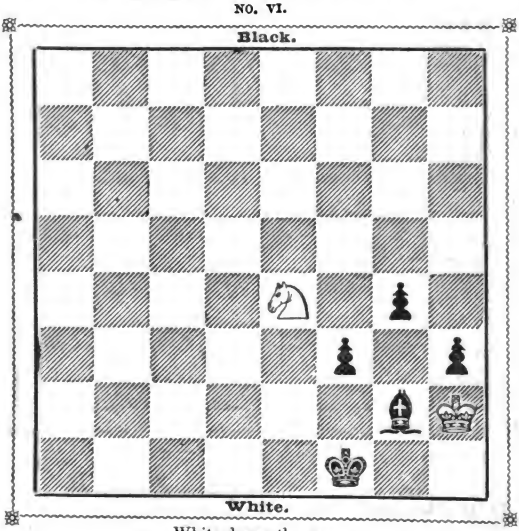
(A)

5.	5. B. to K. R. second
6. Kt. to K. B. seventh	6. B. to K. Kt. square
7. Kt. to K. R. sixth	7. B. to K. R. second
8. K. to Q. Kt. sixth	8. K. to Q. square
9. K. to Q. B. sixth	9. K. to K. second
10. K. to Q. B. seventh	10. K. to K. square
11. K. to Q. sixth	

And wins.

White by attacking Bishop on his first move with Knight, reduces Black Bishop to two squares, and then, by advancing his King, wins.

NO. VI.



White draws the game.

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WHITE.	BLACK.
1. Kt. to K. B. second	1. P. one (check) (or A)
2. K. takes P.	2. P. to K. R. seventh (or B)
3. K. takes P.	

And draws:

(A)

1.	1. B. to K. R. eighth
2. Kt. takes P. on K. Kt. fifth (*a*)	

And draws.

(B)

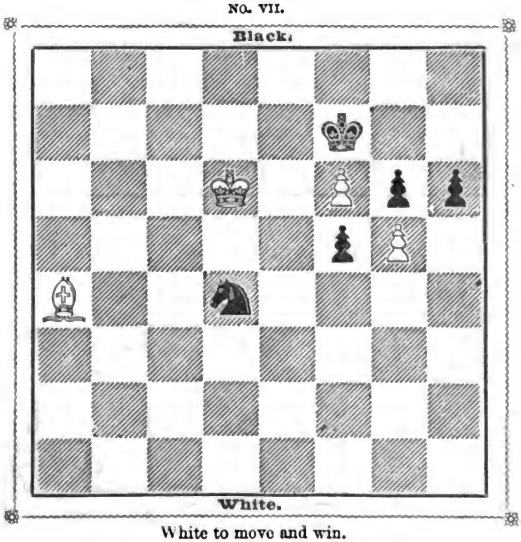
2.	2. K. to K. Kt. eighth
3. Kt. takes P. (check)	

And draws.

(*a*) Had White in variation B taken the Bishop with either King or Knight, he would have lost.

This position at the first glance is likely to deceive even the veteran chess player.

NO. VII.



White to move and win.

WHITE.	BLACK.
1. B. to K. eighth (check)	1. K. takes B.
2 P. takes P.	

And wins.

White, by the sacrifice of his Bishop, gains a move, and so wins.

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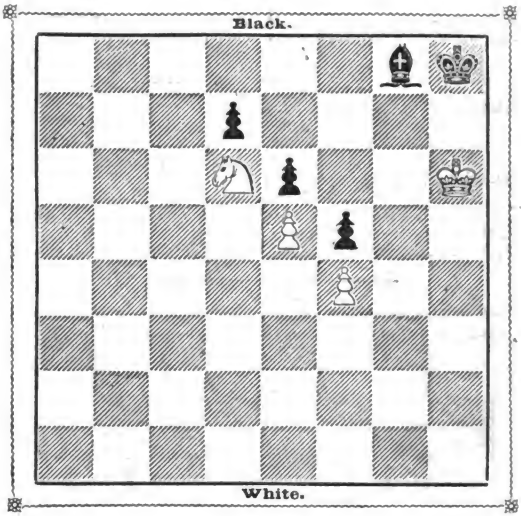
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. K. to K. Kt. sixth	1. B. to K. R. second (check)
2. K. to K. B. seventh	2. B. to K. Kt. square (check
3. K. to K. B. eighth	3. K. to K. R. second
4. Kt. to K. B. seventh	

And wins.

This example is somewhat similar to No. 5, in which Black loses in consequence of the confined quarters of his Bishop.

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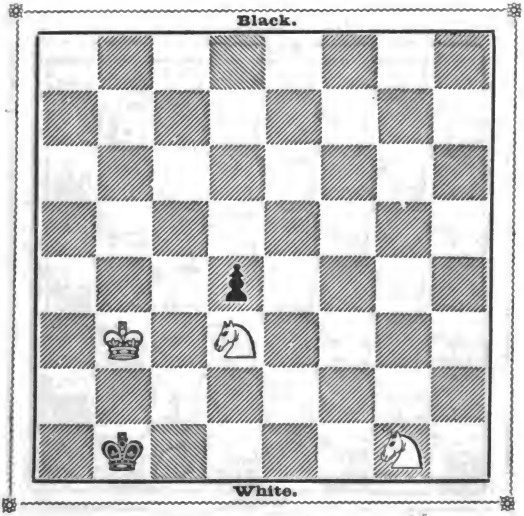
NO. IX.



White to move and win.

WHITE.	BLACK.
1. Kt. to K. B. third	Moves all forced.
2. Kt. at K. B. third to K. fifth	
3. Kt. to Q. B. fourth	
4. K. to Q. B. second	
5. Kt. to Q. Kt. fourth (check)	
6. Kt. to Q. R. third	
7. K. to Q. Kt. third	
8. Kt. at Q. Kt. fourth to Q. B. second	

Check and mates.

Two Knights cannot win unless the adversary have a Pawn, or sometimes two, and even against more Pawns the Knights may win.

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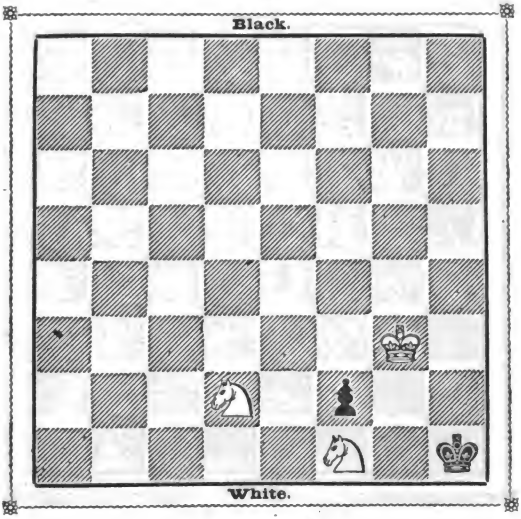
NO. X.



White to move and win.

WHITE.	BLACK.
1. Kt. to Q. B. fourth	Moves all forced.
2. Kt. at Q. B. fourth to K. third	
3. K. to K. Kt. fourth	
4. K. to K. R. third	
5. Kt. to Q. B. fourth	
6. Kt. at Q. B. fourth to Q. second	
7. Kt. to K. Kt. third (check)	
8. Kt. to K. B. third	

And mates.

Similar in character to Nos. 9, 11, 12, and 13.

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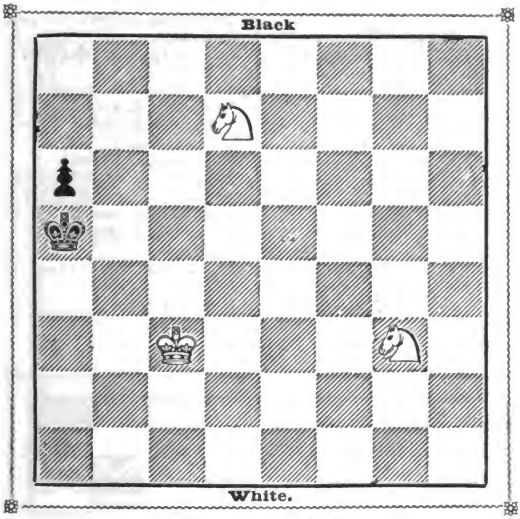
NO. XI.



White to move and win.

WHITE.	BLACK.
1. Kt. to K. second	1. K. to Q. Kt. fourth
2. Kt. to Q. fourth (check)	2. K. to Q. R. fifth (or A)
3. Kt. to Q. Kt. sixth (check)	3. K. to Q. R. fourth (best)
4. Kt. to Q. fifth	4. K. moves
5. K. to Q. Kt. second	5. K. moves (best)
6. K. to Q. B. second	6. K. moves
7. K. to Q. B. third	7. K. to Q. R. fourth (best)
8. K. to Q. B. fourth	8. K. moves
9. Kt. to Q. B. sixth	9. K. moves
10. K. to Q. B. third	10. K. to Q. R. fifth
11. Kt. to Q. B. seventh	11. K. to Q. R. sixth
12. Kt. to K. fifth	12. K. to Q. R. seventh (best)
13. Kt. to Q. B. fourth	13. K. to Q. Kt. eighth (best)
14. K. to Q. second	14. P. one
15. Kt. to Q. Kt. fifth	15. P. one
16. Kt. to Q. B. third (check)	16. K. moves
17. K. to Q. B. second	17. P. one
18. Kt. Mates in two moves.	

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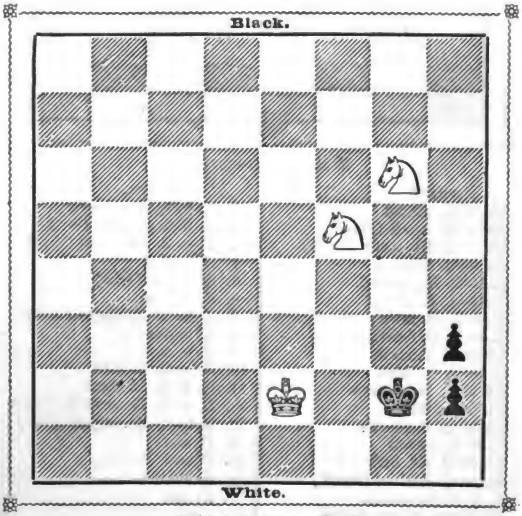
(A)

2.	2. K. to Q. R. fourth
3. K. to Q. B. fourth	3. K. moves
4. Kt. to Q. Kt. sixth (check)	4. K. to Q. R. fourth (best)
5. Kt. to Q. fifth	5. K. moves
6. Kt. to Q. B. sixth	6. K. moves (best)
7. K. to K. B. third	7. K. to Q. R. seventh
8. K. to K. B. second	8. K. to Q. R. sixth
9. Kt. to Q. Kt. sixth	9. P. one (best)
10. K. to Q. B. third	10. K. to Q. R. seventh
11. Kt. to Q. R. fourth	11. K. to Q. Kt. eighth (best)
12. K. to Q. second	12. K. to Q. R. eighth (best)
13. K. to Q. B. square	13. K. to Q. R. seventh
14. K. to Q. B. second	14. K. to Q. R. sixth (best)
15. Kt. to Q. B. third	15. P. one
16. Kt. to Q. Kt. fifth (check)	16. K. moves

And White Mates in three moves.

NO. XII.



White to move and win.

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WHITE.	BLACK.
1. Kt. at Kt. sixth to K. R. fourth (ch)	1. K. to Kt. eighth (best)
2. Kt. to K. B. third (check)	2. K. to R. eighth (best)
3. Kt. takes R. P.	3. K. takes Kt. (or A)
4. K. to B. square	4. K. moves
5. K. to B. second	5. K. moves (best)
6. Kt. to K. third	6. K. moves
7. Kt. to B. square	

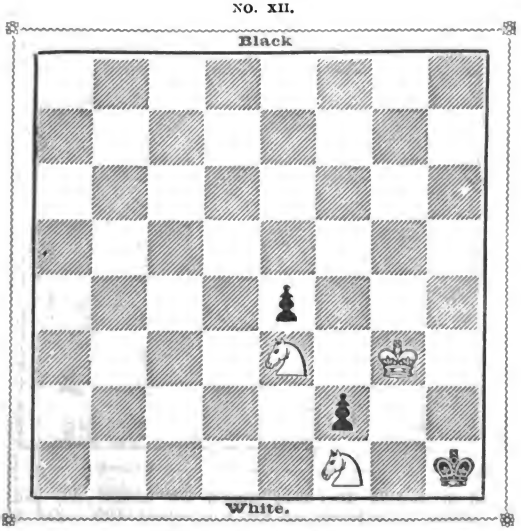
And Mates next move.

(A.)

3.	3. K. to Kt. seventh
4. K. to K. square	4. K. to Kt. eighth
5. Kt. to K. third	5. K. to R. eighth (best)
6. K. to B. square	6. K. takes Kt.
7. K. to B. second	7. K. moves
8. Kt. to B. square	

And Mates next move.

NO. XII.



White to move and win.

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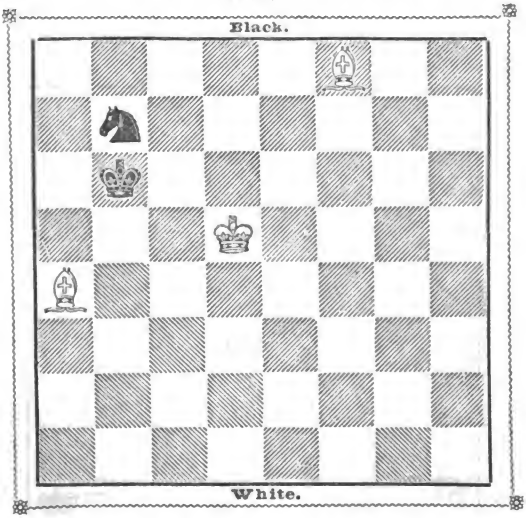
WHITE.	BLACK.
1. K. to K. Kt. fourth	Moves all forced.
2. K. to K. R. third	
3. Kt. to K. Kt. third (check)	
4. Kt. to K. second (check)	
5. Kt. to K. B. square	
6 Kt. mates.	

TWO MINOR PIECES AGAINST ONE MINOR PIECE, WITH AND WITHOUT PAWNS.

NO. I.



Kt. and B. against B. cannot win, if the weaker party can obtain a position similar to the above, but they win in most cases. For example, see diagram No. 2.

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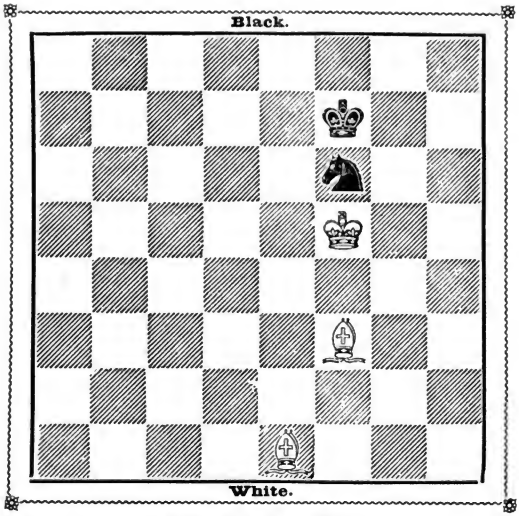
NO. II.



White to move and win.

WHITE.	BLACK.
1. B. to Q. Kt. fourth	1. Kt. to Kt. square (or A, B)
2. B. to Q. fifth (check)	2. K. to Kt. second
3. K. to Kt. fifth	3. K. to R. second (best)
4. B. to K. B. eighth	4. K. to R. square
5. B. to K. fourth	

And wins.

(A)

1.	1. Kt. to R. second
2. B. to Q. B. third	2. K. to K. square (or C)
3. B. to R. fifth (check)	3. K. to B. square (best)
4. K. to Kt. sixth	4. K. to Kt. square
5. B. to K. Kt. fourth	5. Kt. to B. square (check)
6. K. to B. sixth	6. Kt. to R. second (check)
7. K. to K. seventh	7. Kt. to Kt. fourth
8. B. to B. fifth	8. Kt. to B. sixth
9. K. to B. sixth	

And wins the Knight in a few moves.

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(B)

1.	1. Kt. to Q. second
2. B. to Q. fifth (check)	2. K. to Kt. second (or D)
3. B. to Q. B. fourth	3. Kt. to B. square (best)
4. B. to B. third (check)	4. K. to R. third
5. B. to B. seventh	5. Kt. to R. second
6. B. to K. eighth	6. Kt. to B. square
7. B. to Kt. second	7. Kt. to R. second
8. B. to Q. fourth	8. Kt. to B. square
9. K. to B. sixth	9. Kt. to R. second (check)
10. K. to B. seventh	10. Kt. to Kt. fourth (check)
11. K. to Kt. eighth	11. Kt. to B. sixth
12. B. to K. third (check)	12. Kt. to Kt. fourth
13. K. to B. eighth	

And wins.

(C)

2.	2. Kt. to K. B. square
3. B. to K. R. fifth (check)	3. K. to Kt. square (best)
4. B. to K. eighth	4. K. to R. second (or E)
5. K. to B. sixth	5. K. to R. third
6. B. to Q. second (check)	6. K. to R. second
7. B. to Q. Kt. fourth	7. K. to Kt. square
8. B. to B. seventh	

And wins Knight.

(D)

2.	2. K. to K. square
3. B. to B. sixth	3. K. to Q. square
4. K. to K. sixth	4. Kt. to Kt. square
5. B. to R. fifth (check)	5. K. to B. square
6. B. to K. B. third	6. Kt. to R. third (best)
7. K. to Q. sixth	7. Kt. to Kt. square (or F)
8. B. to Kt. second	8. Kt. to R. third
9. K. to Q. B. sixth	9. Kt. to Kt. square (check)
10. K. to Kt. sixth	10. Kt. to Q. second
11. K. to R. seventh	

And wins.

(E)

4.	4. Kt. to R. second
5. K. to Kt. sixth	5. K. to B. square
6. B. to B. seventh	

And wins.

(F)

7.	7. K. to Kt. square
8. K. to B. sixth	8. K. to R. second (best)
9. B. to Kt. sixth (check)	9. K. to Kt. square (best)
10. B. to K. fourth	10. Kt. to Kt. fifth (check) (or G)
11. K. to Kt. fifth	11. Kt. to R. seventh
12. K. to B. fourth	12. Kt. to B. eighth
13. B. to B. third	13. Kt. to R. seventh
14. B. to K. third	

And wins Knight.

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10.
11. B. to Q. R. fifth
12. K. to Kt. sixth
13. K. to R. seventh

(G)
10. K. to B. square
11. Kt. to Kt. square (or H)
12. Kt. to Q. second (check) (best)

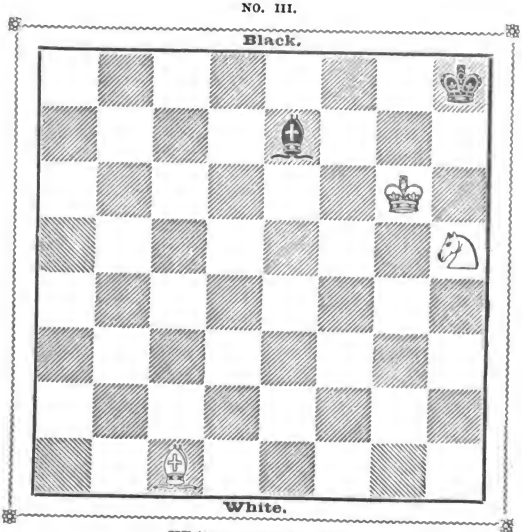
And wins.

11.
12. B. to Q. third

(H)
11. K. to Kt. square

And wins.

NO. III.



White to move and win.

WHITE.	BLACK.
1. B. to Q. Kt. second (check)	1. K. to Kt. square
2. B. to K. Kt. seventh	2. B. to K. R. fifth (best)
3. Kt. to K. B. fourth	3. B. to K. second
4. Kt. to Q. fifth	4. B. to K. Kt. fourth (best)
5. B. to Q. B. third	5. B. to Q. B. eighth (or A. B)

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WHITE.	BLACK.
6. Kt. to K. B. sixth (check)	6. K. to K. R. square
7. Kt. to K. fourth (dis-check)	7. K. to K. Kt. square
8. B. to K. Kt. seventh	8. B. to K. Kt. fourth
9. Kt. to Q. sixth	8. B. to K. second
10. Kt. to K. B. fifth	

And wins.

(A)

	5. B. to Q. square
6. B. to Q. Kt. fourth	6. K. to K. R. square (or C)
7. Kt. to K. third	7. B. to Q. B. second
8. B. to Q. B. third (check)	8. K. to K. Kt. square
9. B. to K. Kt. seventh	9. B. to K. B. fifth
10. Kt. to K. B. fifth	

And wins.

(B)

	5. B. to K. R. fifth
6. B. to Q. Kt. fourth	6. B. to Q. square (best)
7. Kt. to K. third	7. B. to Q. B. second
8. Kt. to K. Kt. fourth	8. B. to K. B. fifth (best)
9. B. to Q. R. third	9. K. to K. R. square (or D)
10. B. to Q. Kt. second (check)	10. K. to K. Kt. square
11. Kt. to K. B. sixth (check)	

And wins.

(C)

	6. B. to K. R. fifth
7. Kt. to K. third	7. B. to K. Kt. sixth (best)
8. Kt. to K. Kt. fourth	8. B. to K. B. fifth
9. B. to Q. R. third	9. B. to Q. seventh
10. Kt. to K. B. sixth (check)	10. K. to K. R. square
11. Kt. to K. fourth	11. B. to Q. R. fourth
12. B. to Q. Kt. second (check)	12. K. to K. Kt. square
13. B. to K. Kt. seventh	13. B. to Q. square
14. Kt. to Q. sixth	14. B. to K. R. fifth
14. Kt. to K. B. fifth	

And wins.

(D)

	9. B. to Q. seventh
10. Kt. to K. B. sixth (check)	10. K. to K. R. square
11. Kt. to K. fourth	11. B. to K. sixth
12. B. to Q. Kt. second (check)	12. K. to K. Kt. square
13. Kt. to K. B. sixth (check)	

And wins Bishop.

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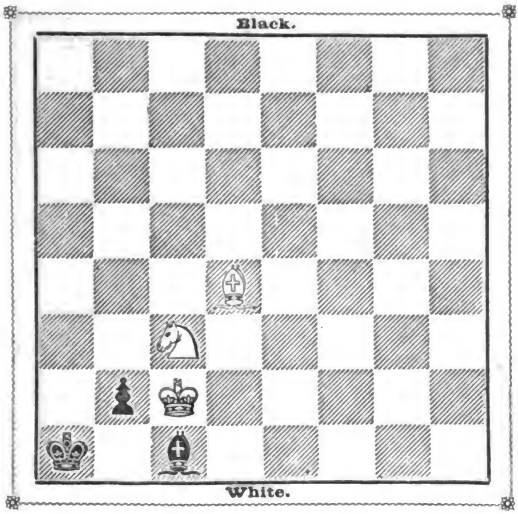
NO. IV.



White to move and win.

WHITE.	BLACK.
1. B. to K. Kt. seventh	1. B. to Q. seventh
2. Kt. to Q. Kt. fifth	2. B. to Q. B. eighth (or A)
3. K. to Q. Kt. third	3. K. to Q. Kt. eighth
4. Kt. to Q. R. third (check)	

And Mates in two moves.

(A)

2.	2. K. to Q. R. seventh
3. B. takes P.	

And wins by play similar to that in the preceding example.

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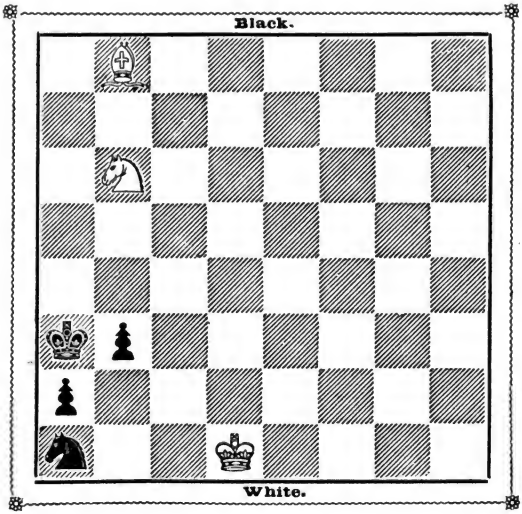
NO. V.



White to move and win.

WHITE.	BLACK.
1. B. to Q. sixth (check)	1. K. to Kt. seventh
2. B. to K. fifth (check)	2. K. to R. sixth (best)
3. B. takes Kt.	

And wins.

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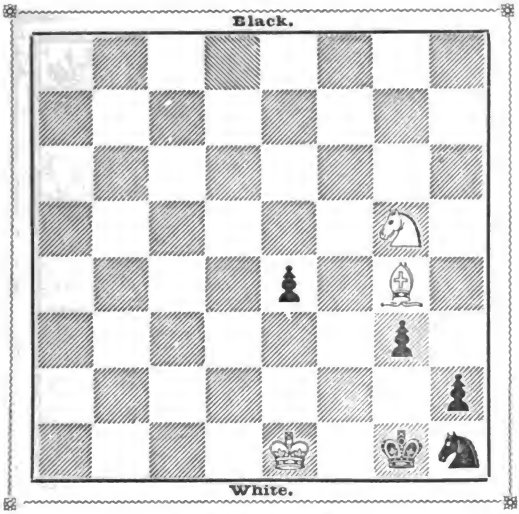
NO. VI.



White to move and win.

WHITE.	BLACK.
1. Kt. to K. R. third (check)	1. K. moves
2. Kt. to K. B. fourth (check)	2. K. moves
3. B. to K. R. third	3. Kt. to K. B. seventh
4. Kt. to K. second (check)	4. K. to R. eighth
5. K to K. B. square	

And wins.

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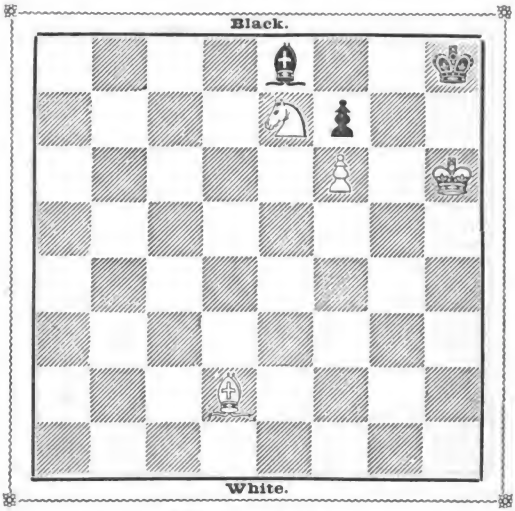
NO. VII.



White to move and win.

WHITE.	BLACK.
1. K. to K. Kt. fifth	1. K. to R. second
2. K. to K. B. fifth	2. B to Q. second (check)
3. K. to K. fifth	3. B. to Q. R. fifth
4. K. to Q. sixth	4. B. to Q. Kt. fourth
5. K. to Q. B. seventh	5. K. to K. R. square
6. K. to Q. eighth	6. B. to Q. R. fifth
7. Kt. to Q. B. eighth	7. K. to K. Kt. square
8. K. to K. seventh	8. B. to Q. Kt. sixth
9. Kt. to Q. sixth	9. B. to Q. R. seventh
10. B. to Q. B. third	10. B. to K. third
11. B. to Q. R. square	11. B. to Q. R. seventh
12. Kt. to K. B. fifth	12. K. to K. R. second (best)
13. K. to K. B. eighth	13. B. to K. third.
14. Kt. to Q. sixth	14. K. to K. Kt. third
15. B. to Q. Kt. second	15. B. to Q. Kt sixth
16. Kt. to Q. B. eighth	16. B. to K. third (or A)
17. Kt. to K. seventh (check)	17. K. to K. R. second (best)

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18. Kt. to Q. B. sixth	18. K. to K. Kt. third (best)
19. K. to K. Kt. eighth	19. B. to Q. R. seventh
20. Kt. to K. seventh (check)	20. K. to K. R. third
21. B. to Q. B. square (check)	21. K. to K. R. fourth
22. K. to K. Kt. seventh	22. B. to Q. Kt. sixth
23. Kt. to K. Kt. eighth	23. B. to Q. R. seventh
24. Kt. to K. R. sixth	24. B. to Q. Kt. sixth
25. Kt. takes P.	

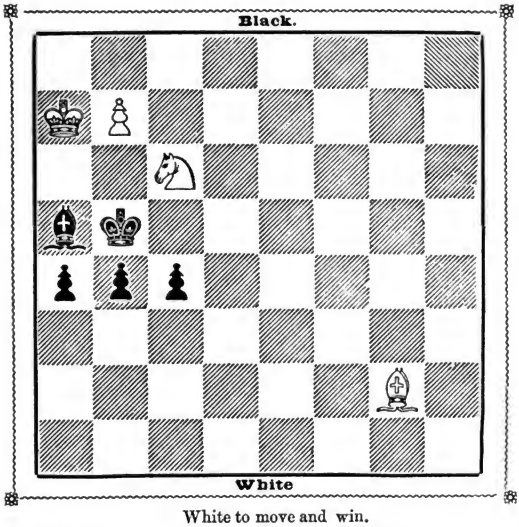
And wins.

(A)

16.	16. K. to K. B. fourth
17. K. to K. Kt. seventh	17. K. to K. third
18. B. to Q. R. third	18. K. to Q. second
19. Kt. to Q. sixth	

And wins by taking the Pawn.

NO. VIII.



White to move and win.

1. Kt. takes B.	1. K. takes Kt.
2. P. one (check)	2. K. moves
3. K. to Kt. second	

And wins.

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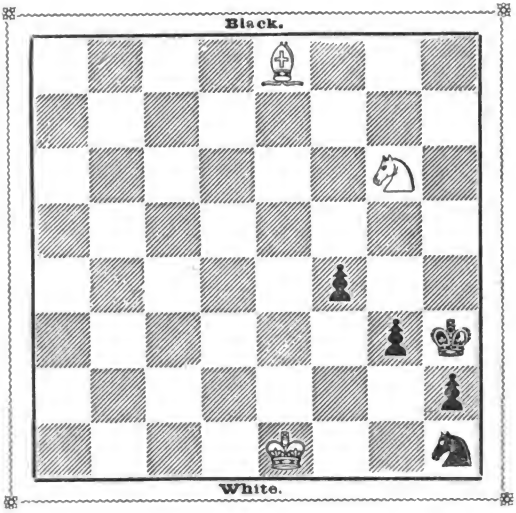
NO. IX.



White moves and can but draw.

WHITE.	BLACK.
1. B. to Q. seventh (check)	1. K. moves.
2. B. to Q. B. sixth (check)	2. K. to R. sixth (best)
3. B. takes Kt.	3. P. to K. B. sixth
4. B. takes P.	4. Kt. P. one

And draws.

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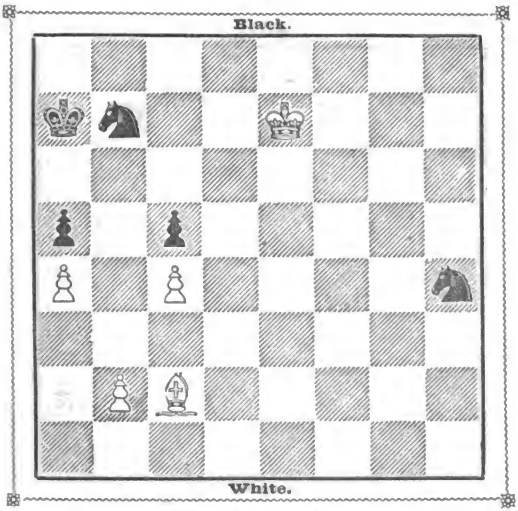
NO. X.



White to move and win.

WHITE.	BLACK.
1. B. to K. fourth	1. K. to Q. R. third
2. K. to Q. seventh	2. K. to Q. Kt. third
3. P. one	3. K. to Q. R. third (best)
4. K. to Q. B. seventh	4. K. to Q. R. second
5. B. takes Kt.	5. Kt. to K. B. fourth (best)
6. B. to Q. B. eighth	6. Kt. to Q. fifth
7. B. to K. R. third	7. K. to Q. R. third
8. B. to K. Kt fourth	8. K. to Q. R. second
9. B. to Q. B. eighth	9. Kt. takes P.
10. K. to Q. B. sixth	10. K. to Q. Kt. square
11. B. to K. Kt. fourth	11. K. to Q. R. second
12. B. to Q. square	

And gains the two Pawns, and consequently the game.

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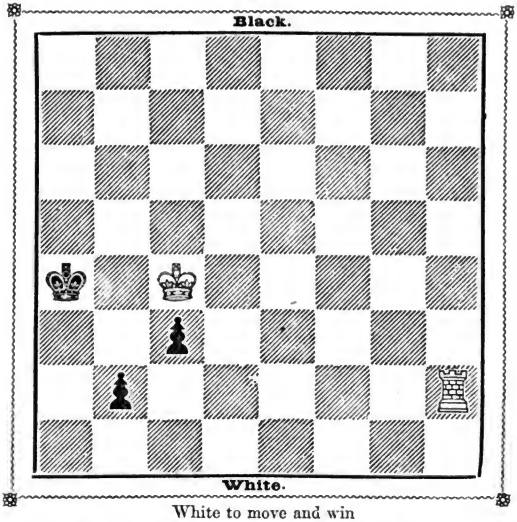
ROOK AGAINST PAWNS.

NO. I.



White to move and win

WHITE.	BLACK.
1. R. to K. R. eighth	1. K. to Q. R. fourth
2. K. takes P.	2. P. becomes a Kt. (check)
3. K. to Q. Kt. second	3. Kt. to Q. seventh
4. R. to K. R. fourth	4. K. to Q. Kt. fourth (or A, B)
5. K. to Q. B. third	5. Kt. to Q. Kt. square (check) (or C)
6. K. to Q. B. second	6. Kt. to Q. R. sixth (check)
7. K. to Q. Kt. third	7. Kt. to Q. Kt. square
8. R. to K. R. second	

And wins.

(A

4.	4. Kt. to K. B. sixth
5. R. to K. B. fourth	5. Kt. to K. eighth (best)
6. K. to Q. B. third	6. Kt. to K. Kt. seventh
7. R. to K. fourth	7. K. to Q. Kt. fourth
8. K. to Q. second	

And wins.

Digitized by Google

(B)

4.	4. Kt. to K. B. eighth
5. K. to Q. B. third	5. Kt. to K. Kt. sixth (best)
6. R. to K. Kt. fourth	6. Kt. to K. B. eighth
7. K. to Q. third	7. Kt. to K. R. seventh
8. R. to K. Kt. third	8. Kt. to K. B. eighth
9. R. to K. Kt. second	

And wins.

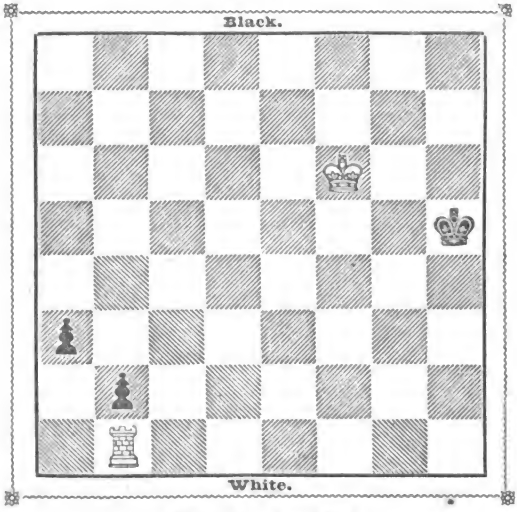
(C)

5.	5. Kt. to K. B. sixth
6. R. to K. R. third	6. Kt. to K. Kt. eighth
7. R. to K. third	

And wins.

White, by playing Rook to K. R. eighth, and afterwards taking Bishop's Pawn, compels Black to Knight his Pawn, and the position then becomes one of interest and instruction.

NO. II.



White to move and draw.

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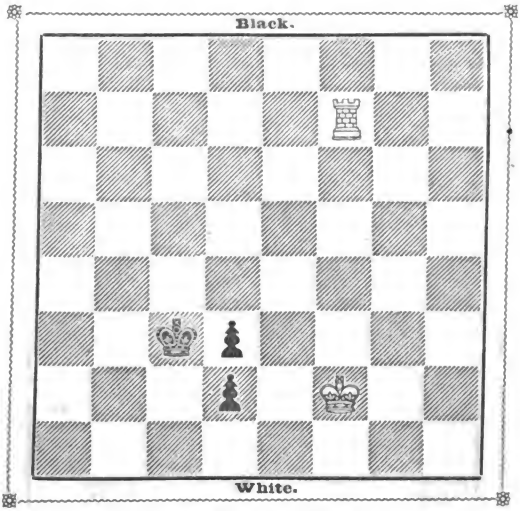
WHITE.	BLACK.
1. K. to K. B. fifth	1. K. to K. R. fifth
2. K. to K. B. fourth	2. K. to K. R. sixth
3. K. to K. B. third	3. K. to K. R. seventh
4. K. to K. third	4. K. to K. Kt. sixth
5. R. to K. Kt. square (check)	5. K. to K. R. seventh
6. R. to Q. Kt. square	

And draws.

NO. III.



White to move and draw.

WHITE.	BLACK.
1. R. to Q. B. seventh (check)	1. K. to Q. fifth
2. R. to Q. seventh (check)	2. K to K. fifth
3. R. to K. seventh (check)	3. K. to K. B. fourth (*a*)
4. R. to K. square	

And draws

(*a*) Had Black King played to K. B. fifth, White Rook, would have checked again at K. B. seventh, and were Black to move on to the Kt.'s file he would lose.

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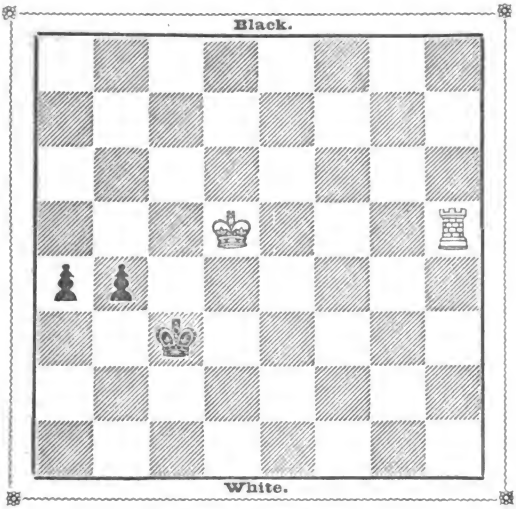
NO. IV.



White to move and win.

WHITE.	BLACK.
1. R. to K. R. third (check)	1. K. to Q. B. seventh (best)
2. K. to Q. B. fourth	2. Kt. P. to Q. Kt. sixth (best)
3. R. to K. R. second (check)	3. K. to Q. B. eighth (best)
4. K. to Q. B. third	4. K. to Q. Kt. eighth
5. R. to K. Kt. second	5. K. to Q. R. eighth
6. R. to K. Kt fourth	6. Kt. P. to Q. Kt. seventh (best)
7. R. takes P. (check)	7. K: to Q. Kt. eighth
8. K. to Q. Kt. third	8. K. to Q. B. eighth
9. R. to Q. B. fourth (check)	9. K. to Q. Kt. eighth
10. R. to Q. B. fifth	10. K. to Q. R. eighth
11. R. to Q. R. fifth (check)	11. K. to Q. Kt. eighth
12. R. to Q. R. second	

And wins.

This example is an illustration of the difficulty of playing against two united Pawns so far advanced.

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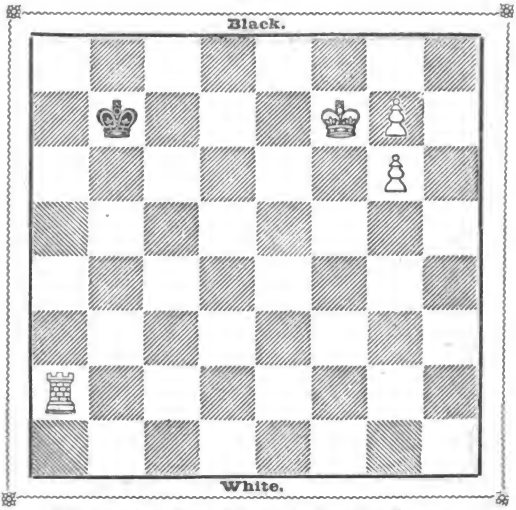
NO. V.



White wins, notwithstanding that Black has the move.

WHITE.	BLACK.
1.	1. R. to K. B. seventh (check)
2. K. to K. sixth	2. R. to K. seventh (check)
3. K. to K. B. fifth	3. R. to K. B. seventh (check)
4. K. to K. fourth	4. R. to K. seventh (check)
5. K. to K. B. fourth	5. R. to K. square (best)
6. K. to K. Kt. fifth	6. K. to Q. B. second
7. K. to K. R. sixth	7. K. to Q. second
8. K. to K. R. seventh	

And wins.

Had Rook stood on Q. R. second, or on any of the Royal adverse squares, the game would have been drawn; but place the Rook in any other position and Black must lose.

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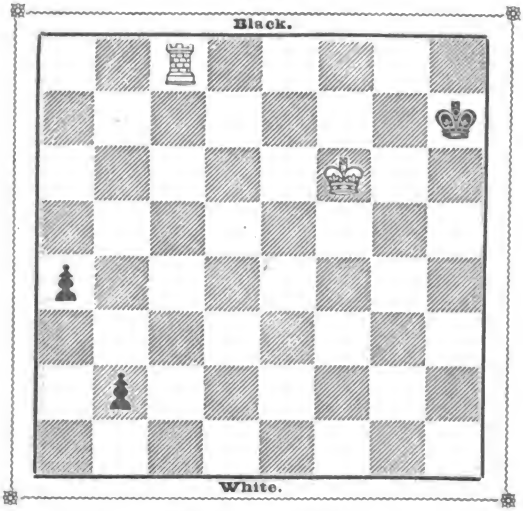
NO. VI.



White to move and draw.

WHITE.	BLACK.
1. R. to Q. Kt. eighth	1. P. to Q. R. sixth
2. R. to Q. Kt. seventh (check)	2. K. to K. R. third
3. R. to Q. Kt. eighth	3. K. to K. R. fourth
4. K. to K. B. fifth	4. K. to K. R. fifth
5. K. to K. B. fourth	5. K. to K. R. sixth
6. K. to K. B. third	6. K. to K. R. seventh
7. K. to K. B. second	7. K. to K. R. sixth
8. K. to K. B. third	

And draws.

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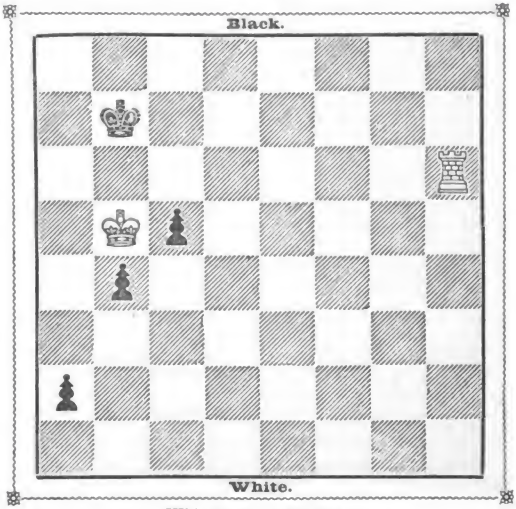
NO. VII.



White to move and draw.

WHITE.	BLACK.
1. R. to K. R. seventh (check)	1. K. to Q. Kt. square
2. R. to K. R. square	2. P. to Q. Kt. sixth (*a*)
3. K. to Q. Kt. sixth	3. K. to Q. B. square
4. K. to Q. B. sixth	4. K. to Q. square
5. K. to Q. sixth	5. K. to K. square.
6. K. to K. sixth	6. K. to K. B. square
7. K. to K. B. sixth	7. K. to K. Kt. square
8. R. to K. Kt. square (check)	8. K. to K. B. square
9. R. to K. R. square	

And draws.

(*a*) Any other move and Black would lose.

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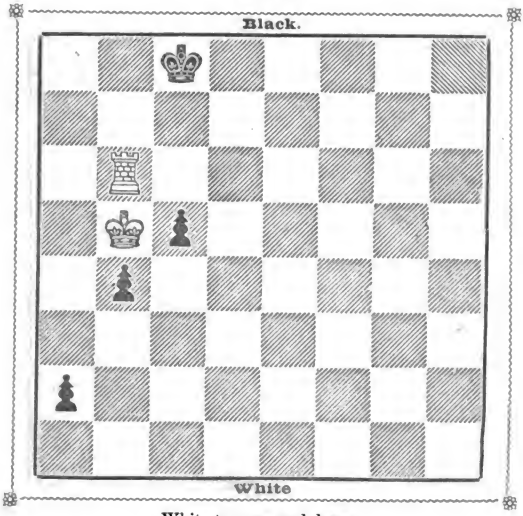
NO. VIII.



White to move and draw.

WHITE.	BLACK.
1. R. to Q. R. sixth	1. P. to Q. Kt. sixth
2. K. to Q. B. sixth	2. K. to Q. Kt. square
3. R. to Q. R. third.	8. P. to Q. B. fifth
4. R. to Q. R. fifth	4. P. to Q. B. sixth (or A)
5. R. to Q. Kt. fifth (check)	5. K. to Q. B. square
6. R. to K. R. fifth	6. K. to Q. Kt. square
7. R. to K. R. eighth (check)	7. K. to Q. R. second
8. R. to K. R. seventh (check)	8. K. to Q. R. third
9. R. to K. R. eighth.	

And draws.

(A)

4.	4. P. to Q. R. eighth (Queens)
5. R. takes Queen	5. P. to Q. Kt. seventh
6. R. to K. R. square	6. P. to Q. B. sixth
7. K. to Q. Kt. sixth	

And draws.

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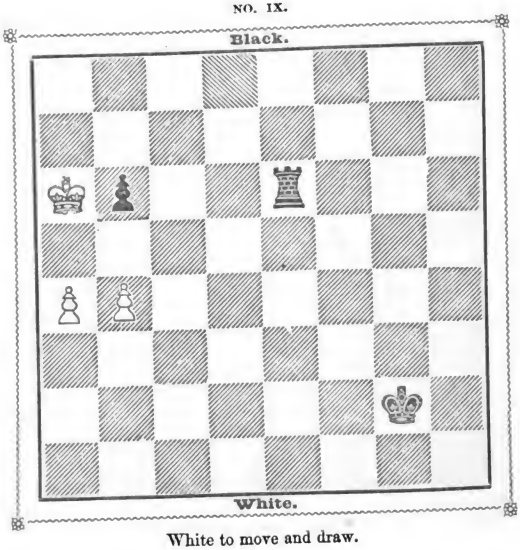
NO. IX.



White to move and draw.

WHITE.	BLACK.
1. K. to Q. Kt. fifth (*a*)	1. K. to K. B. sixth
2. P. one	2. P. takes P.
3. P. takes P.	

And draws.

---

a) The only move to draw.

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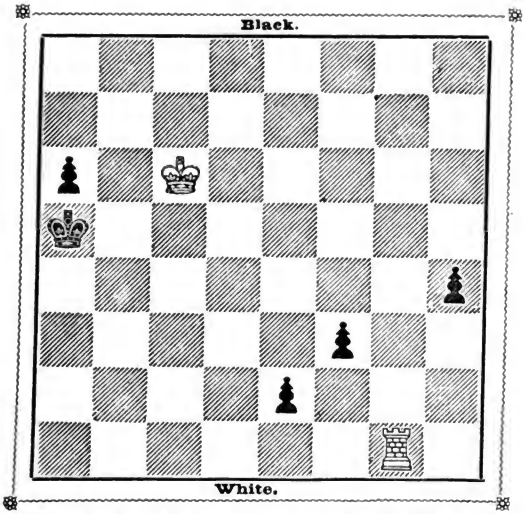
NO. X.



White having the move can draw against the four Pawns.

WHITE.	BLACK.
1. K. to Q. B. fifth	1. K. to Q. R. fifth
2. K. to Q. B. fourth	2. K. to Q. R. sixth (best)
3. K. to Q. B. third	3. K. to Q. R. seventh
4. R. to K. square	4. P. to Q. R. fourth
5. K. to Q. third	5. K. to Q. Kt. seventh
6. K. to K. third	6. P. to Q. R. fifth
7. K. takes P.	7. P. to Q. R. sixth
8. R. takes P. (check)	

And draws.

This position exhibits the power of the Rook when well played to stop the advance of Pawns.

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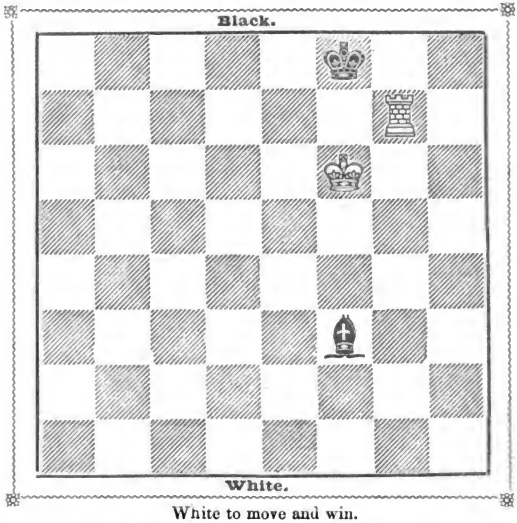
ROOK AND ROOK AND PAWN AGAINST BISHOP OR KNIGHT, WITH AND WITHOUT PAWNS.

NO. I.



White to move and win.

WHITE.	BLACK.
1. R. to K. Kt. third	1. B. to K. fifth
2. R. to K. Kt. fourth	2. B. to K. B. sixth
3. R. to K. B. fourth	3. B. to K. Kt. seventh (or A)
4. R. to K. B. second	4. B. to Q. B. third (best)
5. R. to Q. B. second	5. B. to Q. second
6. R. to Q. Kt. second	

And wins.

(A)

3.	3. B. to K. seventh
4. R. to K. B. second	4. B. to Q. B. fifth
5. R. to Q. B. second	5. B. to Q. R. third
6. R. to Q. B. sixth	6. B. to Q. Kt. second
7. R. to Q. Kt. sixth	

And wins.

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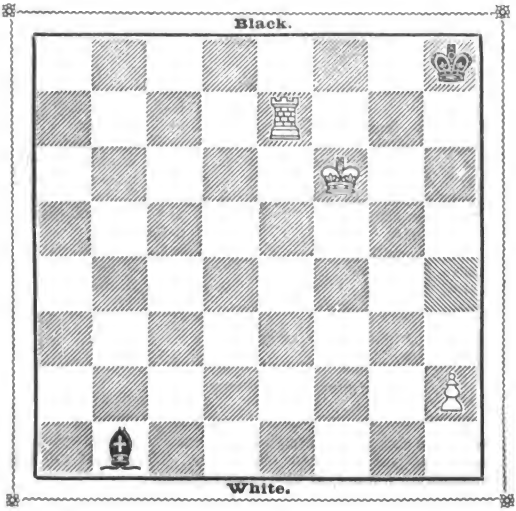
(B)

6.	6. B. to Q. Kt. fourth
7. R. to Q. B. eighth (check)	7. B. to K. square
8. R. to Q. eighth	

And wins.

K. and R. against K. and B. generally draw, but in this instance the Rook gives White the victory.

NO. II.



White to move and win.

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WHITE.	BLACK.
1. R. to K. Kt. seventh	1. B. to Q. B. seventh
2. K. to K. B. seventh	2. B. to Q. Kt. eighth
3. R. to K. Kt. fourth	3. B. to Q. R. seventh (check) (or A)
4. K. to K. Kt. sixth	4. K. to K. Kt. square (best)
5. R. to Q. Kt. fourth	5. B. to K. B. second (check)
6. K. to K. B. sixth	6. B. to Q. fourth
7. P. two squares	7. K. to K. R. second
8. K. to K. Kt. fifth	8. K. to K. Kt. second
9. P. one	9. K. to K. R. second
10. P. one	10. K. to K. Kt. square
11. R. to Q. fourth	11. B. to K. third
12. R. to K. fourth	12. B to Q. R. seventh
13. R to K. eighth (check)	13. K. to K. R. second
14. R. to K. seventh (check)	

And wins.

(A.)

3.	3. B. to K. B. fourth
4. R. to K. R. fourth (check)	4. B. to K. R. second
5. K. to K. B. sixth	5. K. to K. Kt. square
6. R. to K. Kt. fourth (check)	6. K. to K. R. square (best)
7. K. to K. Kt. fifth	7. K. to K. Kt. second (best)
8. K. to K. R. fifth (dis. check)	8. K. to K. B. third (best)
9. R. to K. Kt. fifth	9. B. to K. B. fourth (best)
10. P. two squares	10. B. to Q. second
11. K. to K. R. sixth	11. B. to K. B. fourth
12. R. to K. Kt. second	12. K. to K. B. second
13. R. to K. B. second	13. K. to K. B. third
14. P. one	

And wins.

This and the five succeeding examples are of considerable interest to those who have studied similar positions by the old masters. The student will find that the present examples are worked out with greater system.

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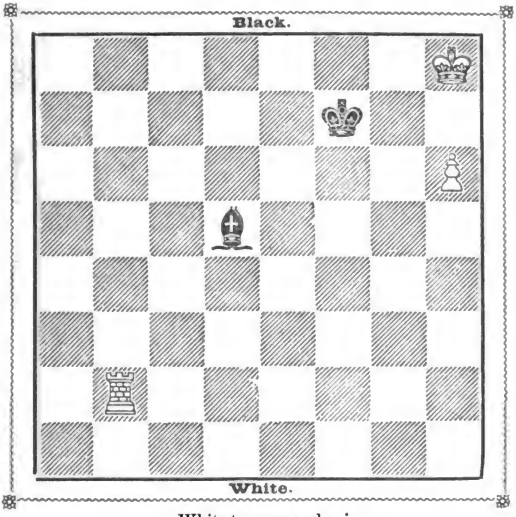
NO. III.



White to move and win.

WHITE.	BLACK.
1. R. to Q. Kt. fifth	1. B. to Q. B. fifth (or A)
2. R. to Q. Kt. fourth	2. B. to Q. R. second (or B, C)
3. K. to K. R. seventh	

And wins.

(A)

1.	1. B. to K. fifth
2. P. one	2. B. to Q. sixth
3. R. to Q. Kt. seventh (check)	3. K. to K. B. square (best)
4. R. to Q. Kt. third	4. B. to K. fifth
5. R. to Q. Kt. fourth	5. B. to Q. fourth
6. R. to K. B. fourth (check)	6. B. to K. B. second
7. R. to K. B. second	

And wins.

(B)

2	2. B. to Q. fourth
3. K. to K. R. seventh	

And wins.

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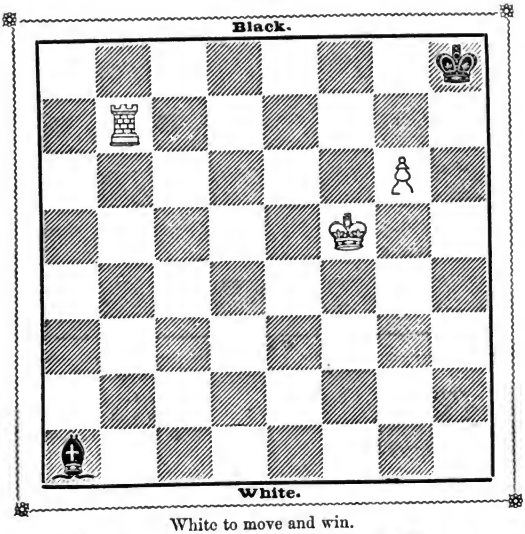
(C)

2.	2. B. to K. third
3. R. to Q. Kt. seventh (check)	3. K. to K. B. third
4. R. to Q. Kt. sixth	

And wins.

NO. IV.



White to move and win.

WHITE.	BLACK.
1. P. one (check)	1. K. to R. second (best)
2. R. to K. B. seventh (*a*)	2. B. to Q. fifth (best)
3. P. Queens (check)	3. K. takes P.
4. K. to K. Kt. sixth	4. B. to K. Kt. eighth (best)
5. R. to K. B. square	5. B. to K. R. seventh
6. R. to B. second	6. B. to K. Kt. eighth
7. R. to K. Kt. second	

And wins.

(*a*) The only move to win.

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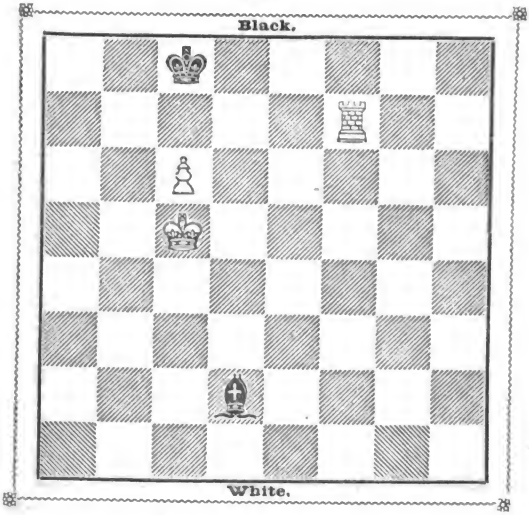
NO. V.



White to move and win.

WHITE.	BLACK.
1. P. to Q. B. seventh	1. K. to K. Kt. second (best)
2. K. to Q. sixth	2. B. to Q. R. fourth
3. R. to K. Kt. seventh	3. B. to Q. Kt. third
4. P. Queens (check)	4. K. takes Q.
5. K. to Q. B. sixth	

And wins.

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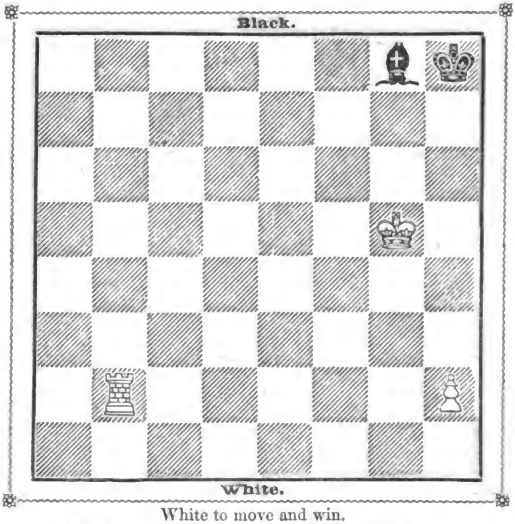
NO. VI.



White to move and win.

WHITE.	BLACK.
1. K. to K. R. sixth	1. B. to Q. fourth
2. R. to Q. Kt. eighth (check)	2. B. to K. Kt. square
3. R. to Q. Kt. square	3. B. to Q. R. seventh
4. R. to K. Kt. square	4. B. to Q. Kt. sixth
5. P. to K. R. fourth	5. B. to Q. R. seventh
6. P. to K. R. fifth	6. B. to Q. B. fifth
7. R. to Q. B. square	7. B. to K. third
8. R. to Q. B. sixth	8. B. to K. Kt. square (best)
9. R. to Q. Kt. sixth	9. B. to K. R. second
10. R. to Q. Kt. eighth (check)	10. B. to K. Kt. square
11. K. to K. Kt fifth	11. K. to K. Kt. second
12. R. to Q. Kt. seventh (check)	12. K. to K. R. square
13. K. to K. Kt. sixth	13. B. to Q. fourth
14. R. to K. R. seventh (check)	14. K. to K. Kt. square
15. R. to K. seventh	15. K. to K. R. square
16. P. one	16. B. to Q. Kt. sixth
17. P. one	17. B. to Q. B. seventh (check)
18. K. to K. R. sixth	18. B. to K. Kt. third
19. R. to Q. seventh	19. B. to K. square
20. R. to Q. Kt. seventh	

And wins.

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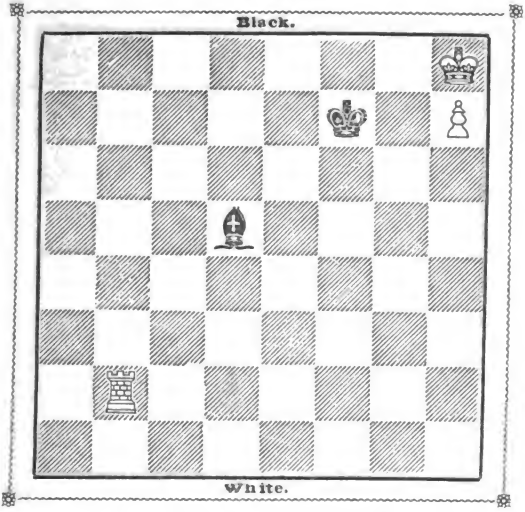
NO. VII.



White with the move can only draw.

WHITE.	BLACK.
1. R. to Q. B. second	1. B. to Q. Kt. sixth
2. R. to Q. B. seventh (check)	2. K. to K. Kt. third
3. R. to K. Kt. seventh (check)	3. K. to K. B. third
4. R. to K. Kt. fourth	4. B. to Q. R. seventh
5. R. to K. B. fourth (check)	6. K. to K. Kt. third

And draws.

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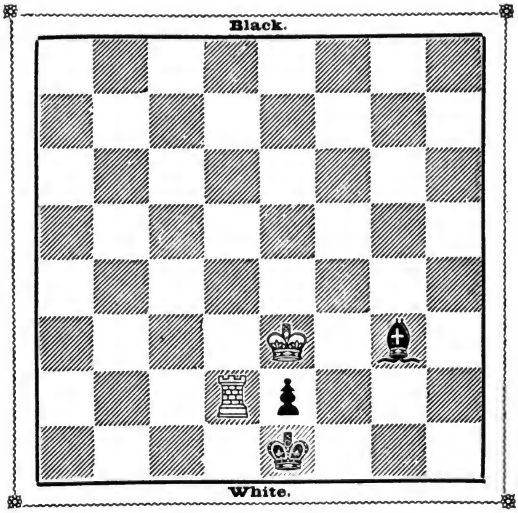
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. R. takes P. (check)	1. K. to K. B. eighth (or A)
2. K. to K. B. third	2. B. to Q. B. second
3. R. to Q. B. second	3. B. to Q. R. fourth
4. R. to Q. B. square (check)	

And Mates in four moves.

(A)

1.	1. K. to Q. square
2. K. to Q. third	2. K. to Q. B. eighth
3. R. to Q. B. second (check)	3. K. to Q. Kt. eighth
4. K. to Q. B. third	4. B. to K. fourth (check)
5. K. to Q. Kt. third	5. B. to Q. Kt. square (best)
6. R. to Q. B. eighth	6. B. to Q. R. second
7. R. to Q. B. seventh	7. B. to Q. Kt. third
8. R. to Q. Kt. seventh	8. B. to Q. B. fourth (or B)
9. K. to Q. B. fourth (dis. check)	

And wins.

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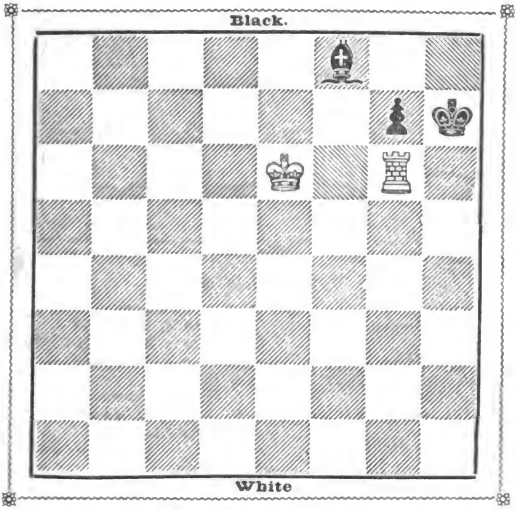
(B)

8.	8. B. to K. sixth
9. R. to K. seventh	9. B. to Q. seventh
10. R. to K. R. seventh	

And wins.

This and the two following positions differ from the six preceding examples. by the addition of one or more Pawns on Black's side, and which add to the difficulties of attack and defence.

NO. IX.



White to move and draw

WHITE.	BLACK.
1. K. to K. B. seventh	1. B. to K second
2. R. to K. Kt. square	2. B. to K. R. fifth
3. R. to K. R. square	3. P. two squares

And draws.

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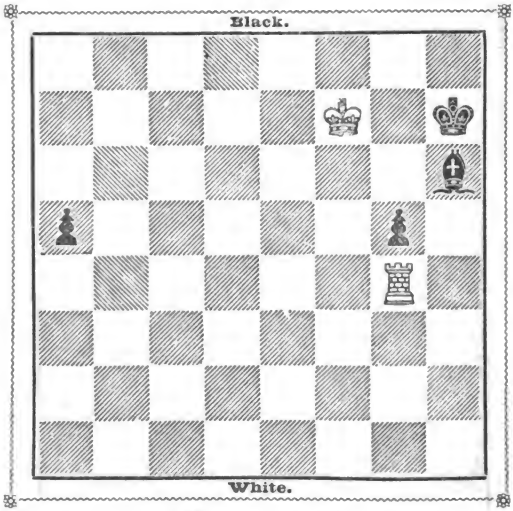
NO. X.



White can only draw.

WHITE.	BLACK.
1. R. to Q. R. fourth	1. B. to K. Kt. second
2. R. takes P.	2. B. to Q. B. sixth (bad) (or A, B)
3. R. to Q. R. third	3. B. to K. Kt. second
4. R. to K. R. third (check)	4. B. covers
5. R. to K. Kt. third	5. K. to R. square
6. K. to Kt. sixth	6. B. to K. B. square
7. R. takes P.	7. K. to Kt. square
8. R. to Q. R. fifth	

And wins.

(A)

2.	2. B. to Q. fifth
3. R. to Q. R. second	3. B. to K. fourth
4. R. to K. second	4. B. to K. Kt. sixth
5. R. to K. Kt. second	5. B. to K. R. fifth

And draws.

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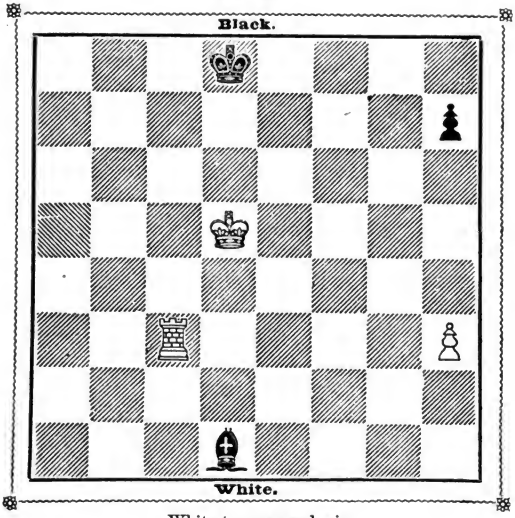
(B)

2.	2. K. to R. third
3. R. to Q. R. sixth (check)	3. K. to R. second
4. R. to Q. R. fourth	4. K. to R. third
5. R. to K. Kt. fourth	5. K. to R. fourth

And draws.

NO. XI.



White to move and win

WHITE.	BLACK.
1. K. to Q. sixth	1. K. to K. square (best)
2. K. to K. sixth	2. K. to K. B. square
3. K. to K. B. sixth	3. K. to K. square
4. R. to K. third (check)	4. K. to K. B. square (best)
5. R. to Q. third	5. B. to Q. R. fifth
6. R. to Q. eighth (check)	6. B. to K. square
7. P. one	7. P. one
8. P. one	

And wins.

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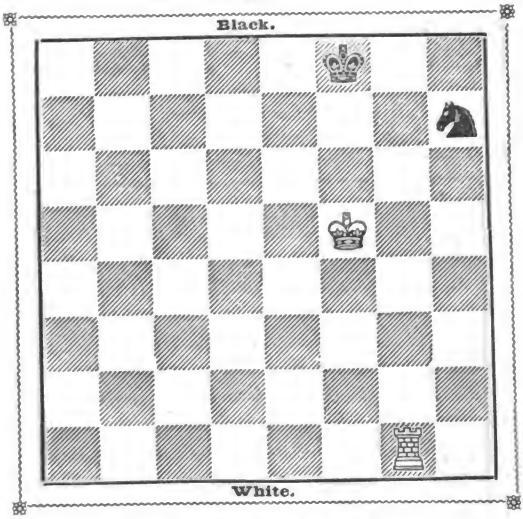
NO. XII.



White to move and win.

WHITE.	BLACK.
1. K. to K. Kt. sixth	1. K. to K. Kt. square
2. R. to K. Kt. second	2. K. to K. R. square (or A)
3. K. to K. B. seventh	

And wins.

(A)

2.	2. Kt. to K. B. square (check)
3. K. to K. B. sixth (dis. check)	3. K. to K. R. square or K. to R. second
4. K. to K. B. seventh	

And wins.

King and Knight against King and Rook generally draw.

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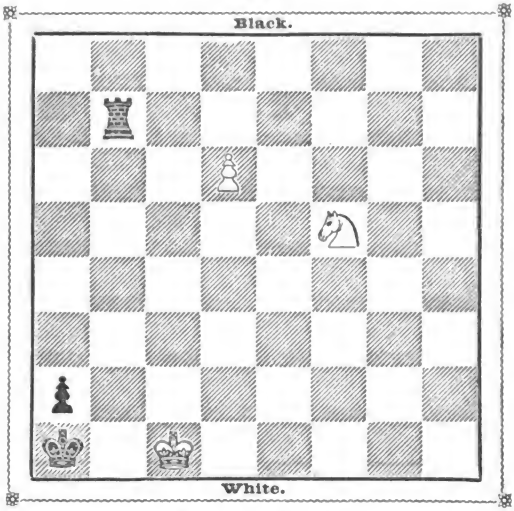
NO. XIII.



Black to move and draw.

WHITE.	BLACK.
1.	1. R. to Q. Kt. eighth (check)
2. K. to Q. B. second	2. R. to Q. eighth (or A)
3. Kt. to K. third	3. R. takes P.
4. K. to K. B. square	

And draws.

(A)

2.	2. R. to Q. Kt. fourth
3. Kt. to K. third	3. R. to Q. B. fourth (check)
4. K. to Q. second	4. K. to Q. Kt. eighth
5. P. one square	5. P. Queens
6. P. Queens	

And draws.

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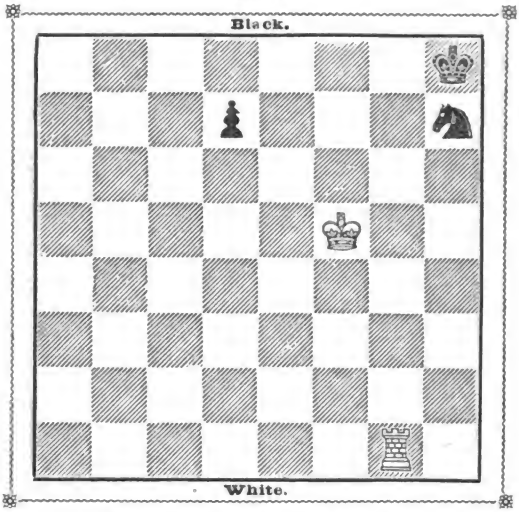
NO. XIV



White with or without the move wins.

WHITE.	BLACK.
1. K. to K. fifth	1. Kt. to K. B. square (best)
2. K. to K. B. sixth	2. Kt. to K. third
3. R. to Q. square	3. K. to K. Kt. square (best)
4. R. takes P.	4. Kt. to Q. B. fourth (or A)
5. R. to Q. fifth	5. Kt. to K. fifth (check) (or B, C, D, E)
6. K. to K. Kt. sixth	6. K. to K. B. square
7. R. to K. B. fifth (check)	7. K. to K. Kt. square
8. R. to K. fifth	8. Kt. to Q. third
9. R. to K. sixth	

And wins.

(A)

4	4. Kt. to K. B fifth
5. R. to Q. fourth	5. Kt. to K. seventh (best)
6. R. to K. Kt. fourth (check)	6. K. to K. R. second (or F)
7. R. to K. Kt. seventh (check)	7. K. to K. R. square
8. R. to K. seventh	8. Kt. to K. B. fifth
9. R. to K. fourth	9. Kt. to Q. fourth (check)
10. K. to K. B. seventh	

And wins.

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NO. V.

(B)

5.	5. Kt. to Q. R. fifth
6. R. to Q. eighth (check)	6. K. to K. R. second
7. R. to Q. fourth	7. Kt. to Q. Kt. seventh (or G, H)
8. R. to K. R. fourth (check)	8. K. to K. Kt. square
9. R. to K. Kt. fourth (check)	9. K. to K. R. second (best)
10. R. to K. Kt. seventh (check)	10. K. to K. R. square
11. R. to Q. Kt. seventh	11. Kt. to Q. sixth (or J)
12. R. to Q. seventh	12. Kt. to Q. B. fourth
13. R. to Q. fifth	13. Kt. to Q. Kt. second
14. K. to K. B. seventh	

And wins.

(C)

5.	5. Kt. to Q. R. third
6. R. to Q. Kt. fifth	6. K. to K. R. second
7. K. to K. B. seventh	

And wins.

(D)

5.	5. Kt. to Q. Kt. second
6. K. to K. sixth	

And wins the Knight.

(E)

5.	5. Kt. to Q. Kt. sixth
6. R. to Q. eighth (check)	6. K. to K. R. second
7. R. to Q. seventh (check)	7. K. to K. Kt. square
8. R. to K. Kt. seventh (check)	8. K. to K. R. square
9. K. to K. B. seventh	

And wins.

(F)

6.	6. K. to K. B. square
7. R. to Q. B. fourth	7. K. to K. Kt. square
8. K. to K. B. fifth	

And wins Knight.

(G)

7.	7. Kt. to Q. B. fourth
8. K. to K. B. seventh	8. K. to K. R. third
9. R. to Q. sixth (check)	9. K. to K. R. second
10. R. to Q. fifth	

And wins.

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(H)

7	7. Kt. to Q. B. sixth (best)
8. R. to Q. B. fourth	8. Kt. to Q. fourth (ch) (or K, L, M)
9. K. to K. B. seventh	9. K. to K. R. third
10. R. to Q. B. sixth (check)	10. K. to K. R. second
11. R. to Q. B. fifth	

And wins.

(J)

11.	11. Kt. to Q. B. fifth
12. R. to Q. Kt. fourth	

And wins.

(K)

8.	8. Kt. to Q. Kt. eighth
9. R. to Q. B. seventh (check)	9. K. to K. Kt. square
10. R. to K. Kt. seventh (check)	10. K. to K. R. square
11. K. to K. B. seventh	

And wins.

(L)

8.	8. Kt. to Q. eighth
9. R. to K. R. fourth (check)	9. K. to K. Kt. square
10. R. to K. Kt. fourth (check)	10. K. to K. R. second (best)
11. R. to K. Kt. seventh (check)	11. K. to K. R. square
12. K. to K. B. seventh	12. Kt. to K. sixth
13. R. to K. Kt. fifth	

And wins.

(M)

8.	8. Kt. to K. seventh
9. K. to K. Kt. fifth	

And wins the Knight.

This and the next example requires very careful play.

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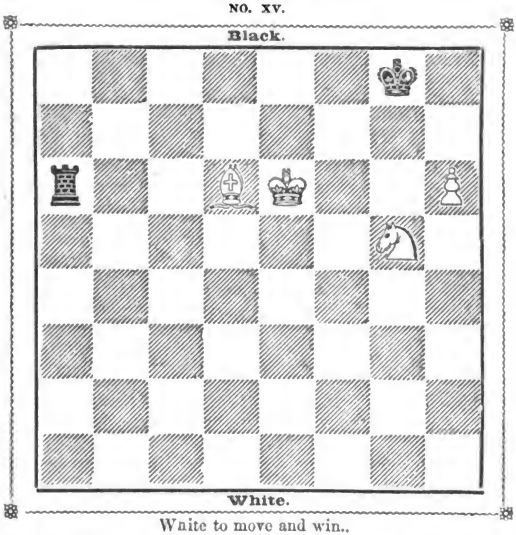
NO. XV.



White to move and win..

WHITE.	BLACK
1. K. to K. fifth	1. K. to K. R. square (best)
2. K. to Q. fifth	2. R. to Q. R. fourth (check)
3. B. to Q. B. fifth	3. K. to K. Kt. square
4. K. to Q. B. fourth	4. R. to Q. R. fifth (check)
5. B. to Q. Kt. fourth	5. K. to K. R. square
6. K. to Q. Kt. fifth	6. R. to Q. R. second (best)
7. B. to Q. B. third (check)	7. K. to K. Kt. square
8. B. to K. B. sixth	8. R. to Q. B. second
9. K. to Q. Kt. sixth	9. R. to K. Kt. second
10. K. to Q. B. sixth	10. R. to Q. R. second
11. K. to Q. fifth	11. R. to Q. second (check)
12. K. to K. fifth	12. R. to Q. Kt. second
13. K. to K. B. fifth	13. R. to Q. Rook second
14. K. to K. Kt. fourth	14. R. to Q. Kt. second
15. K. to K. R, fifth	15. R. to Q. R. second (best) (*a*)
16. Kt. to K. ixth	16. K. to K. R. second (or A)
17. B. to Q. eighth	17. R. to Q. Kt. second (or B)
18. B. to Q. B. seventh	18. R. to Q. R. second
19. B. to Q. sixth	19. R. to Q. Kt. second
20. B. to Q. B. fifth	20. K. to K. Kt. square
21. K. to K. Kt. sixth	21. R. to Q. second
22. B. to K. B. eighth	And wins.

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(A)

16.	16. K. to K. B. second
17. B. to Q. fourth	

And Black cannot avoid the exchange of Rook for Pawn.

(B)

17.	17. R. to Q. R. third
18. Kt. to K. Kt. fifth (check)	18. K. to K. R. square (best) (*b*)
19. B. to Q. B. seventh	19. R. to Q. R. second (best)
20. B. to K. fifth (check)	20. K. to K. Kt. square
21. B. to K. B sixth	21. R. to Q. Kt. second
22. Kt. to K. sixth	22. K. to K. R. second (best)
23. B. to Q. eighth	23. R. to Q. R. second (best)
24. B. to Q. B. seventh	24. R. to Q. Kt. second
25. B. to Q. sixth	25. R. to Q. R. second
26. B. to Q. Kt. fourth	26. R. to Q. Kt. second
27. B. to Q. B. fifth	

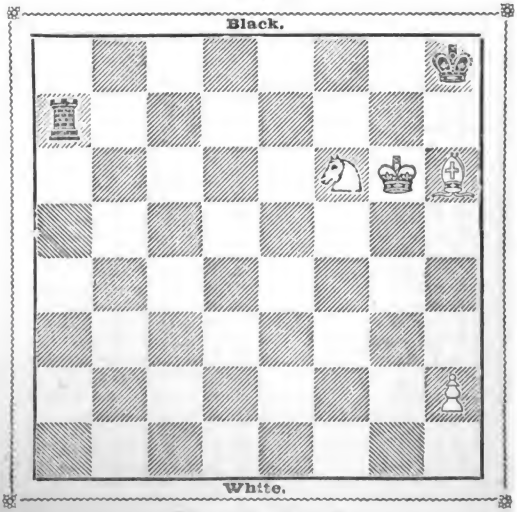
And wins easily.

(*a*) Had Black played R. to K. Kt. second, White would have answered with Kt. to K. sixth, and Black could not then prevent White King from occupying K. Kt. sixth—the winning position.

(*b*) Had Black played K. to K. Kt. square, B. would play to Q. B. seventh and win.

Bishop, Knight, and Pawn with but few exceptions win against the Rook.

NO. XVI.



White to move and win.

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WHITE.	BLACK.
1. P. to K. R. fourth	1. R. to Q. Kt. second
2. P. to K. R. fifth	2. R. to Q. Kt. second
3. B. to K. B. fourth	3. R. to K. Kt. second (check) (best)
4. K. to K. B. fifth	4. R. to K. Kt eighth (or A)
5. B. to K. fifth	5. K. to K. Kt. second
6. Kt. to Kt. fourth (dis. check)	6. K. to K. R. second (or B)
7. K. to K. Kt. fifth	7. R. to K. Kt. seventh
8. B. to K. B. fourth	8. R. to K. Kt. eighth
9. P. to K. R. sixth	9. K. to K. R. square
10. K. to K. R. fifth	10. K. to K. Kt. square (best)
11. B. to K. Kt. fifth	11. K. to K. R. second
12. Kt. to K. B. sixth (check)	12. K. to K. R. square
13. Kt. to Q. seventh	13. R. to Q. eighth
14. B. to K. B. sixth (check)	14. K. to K. Kt. square (best)
15. Kt. to K. fifth	15. K. to K. R. second
16. Kt. to K. B. third	16. R. to K. R. eighth (check)
17. B. to K. R. fourth	17. R. to Q. Kt. eighth
18. Kt. to K. Kt. fifth (check)	18. K. to K. Kt. square
19. B. to K. B. second	19. R. to K. Kt. fifth
20. B. to Q. fourth	20. R. to Q. Kt. second (best)
21. B. to Q. B. sixth	

And wins as in No. 15.

(A.)

4.	4. R. to Q. R. second
5. P. one	5. R. to Q. R. fifth (or C)
6. B. to K. fifth	6. R. to Q. R. fourth
7. Kt to Q. seventh (dis. check)	7. K. to R. second (best)
8. K. to K. Kt. fifth	8. R. to Q. R. second (best)
9. Kt. to K. B. sixth (check)	9. K. to K. R. square
10. B. to Q. sixth	10. R. to Q. Kt. second
11. K. to K. Kt. sixth	11. R. to K. B. second
12. B. to Q. fourth	

And wins.

(B)

6.	6. K. to K. B. second
7. P. one	7. R. to K. B. eighth (check)
8. K. to K. Kt. fifth	8. R. to K. R. eighth
9. B. to K. B. sixth	9. R. to K. R. sixth
10. Kt. to K. fifth (check)	10. K. to K. Kt. square (best)
11. K. to K. Kt. sixth	11. R. to K. Kt. sixth (check)
12. B. to K. Kt. fifth	12. R. to K. R. sixth
13. Kt. to Q. seventh	13. K. to K. R. square (best)
14. B. to K. B. fourth	14. R. to K. R. fifth
15. B. to K. fifth (check)	15. K. to K. Kt. square
16. Kt. to K. B. sixth (check)	16. K. to K. B. square (best)
17. P. one	17. K. to K. second
18. Kt. to K. fourth	

And wins.

(C)

5.	5. R. to Q. R. fourth (check)
6. K. to K. Kt. sixth	6. R. to K. Kt. fourth (check)
7. K. to K. B. seventh	7. R. to K. Kt. third (best)
8. B. to K. fifth	8. R. to K. Kt. fourth
9. Kt. to K. second (dis. check)	9. K. to R. second
10. B. to K. Kt. seventh	

And wins.

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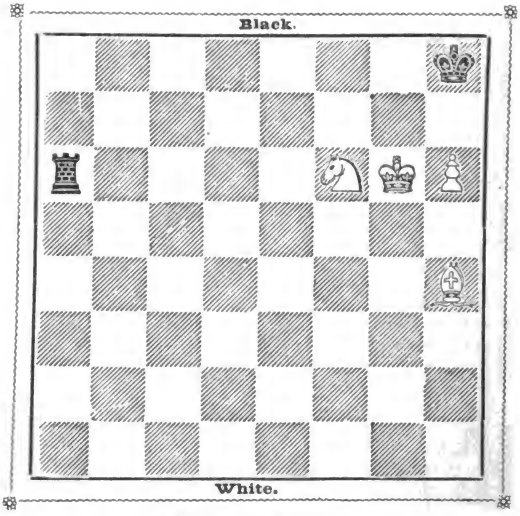
NO. XVII.



White to move and win.

WHITE.	BLACK.
1. B. to K. square	1. R. to Q. R. second (or A, B, C)
2. B. to Q. Kt. fourth	2. R. to K. second
3. B. to Q. B. fifth	3. R. to K. B. second
4. B. to Q. fourth	

And wins.

(A)

1.	1. R. to Q. R. fourth
2. B. to Q. Kt. fourth	2. R. to K. Kt. fourth (check)
3. K. to K. B. seventh	3. R. to Q. B. fourth
4. B. to Q. R. third	4. R. to Q. B. second (check)
5. K. to K. Kt. sixth	5. R. to Q. B. fourth
6. Kt. to K. eighth	6. R. to Q. B. third (check)
7. Kt. to Q. sixth	

And wins.

Digitized by Google

(B)

1.	1. R. to Q. R. fifth
2. B. to Q. B. third	2. R. to Q. R. third (best)
3. B. to Q. Kt. fourth	3. R. to Q. third
4. B. to Q. R. third	4. R. to Q. square
5. B. to K. seventh	5. R. to K. B. square (best
6. Kt. to K. eighth	6. R. to K. Kt. square (check)
7. Kt. to K. Kt. seventh	7. R. to Q. R. square
8. Kt. to K. eighth	

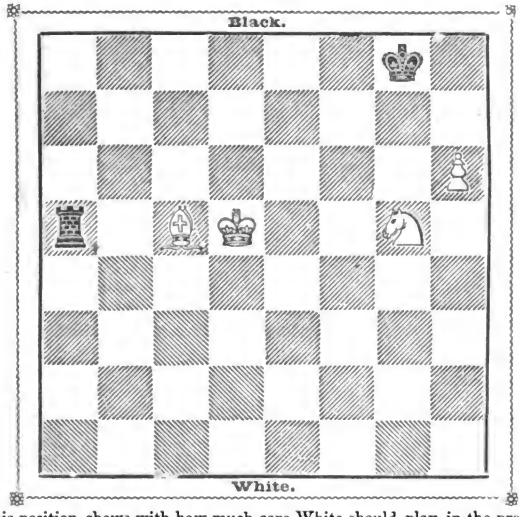
And wins.

(C)

1.	1. R. to Q. R. sixth
2. B. to Q. Kt. fourth	2. R. to K. R. sixth
3. Kt. to K. fourth	3. K. to K. Kt. square (best)
4. B. to Q. B. third	

And wins.

NO. XVIII.



This position shews with how much care White should play in the preceding example in order to prevent Black taking up the position now indicated. Black having the move can draw, by playing R. to Q. R. fifth.

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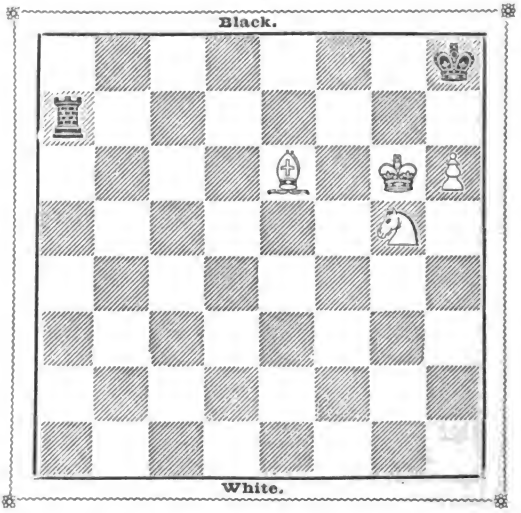
NO. XIX.



Black, with or without the move, draws.

In this position, as the Bishop is not of the colour of the square on which the Pawn Queens, White cannot win.

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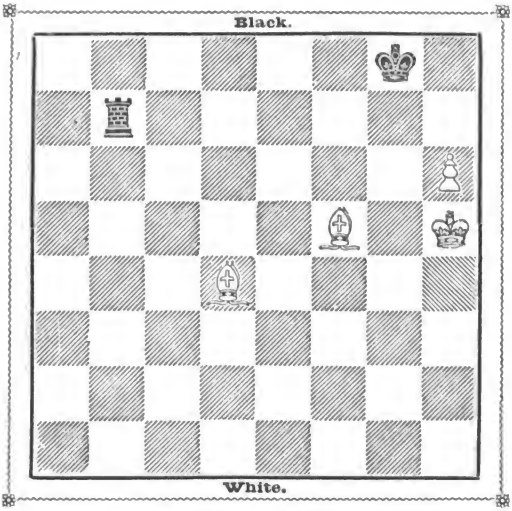
NO. XX.



White to move and win.

WHITE.	BLACK.
1. K. to K. Kt. sixth	1. R. to K. Kt. second (check)
2. K. to K. B. sixth	2. R. to Q. B. second (best)
3. B. to K. fourth	3. R. to Q. second
4. K. to K. fifth	4. R. to K. second (check) (*a*)
5. K. to Q. fifth	5. R. to Q. second (check)
6. K. to Q. B. fifth	6. R. to K. second
7. B. to K. B. fifth	7. R. to Q. B. second (check)
8. K. to Q. Kt. fifth	8. R. to Q. Kt. second (check)
9. K. to Q. B. sixth	9. R. to K. second
10. K. to Q. Kt. sixth	

And wins.

(*a*) Had K. played to R. square, White King would have gained the Q. Kt. sixth—the winning point—earlier.

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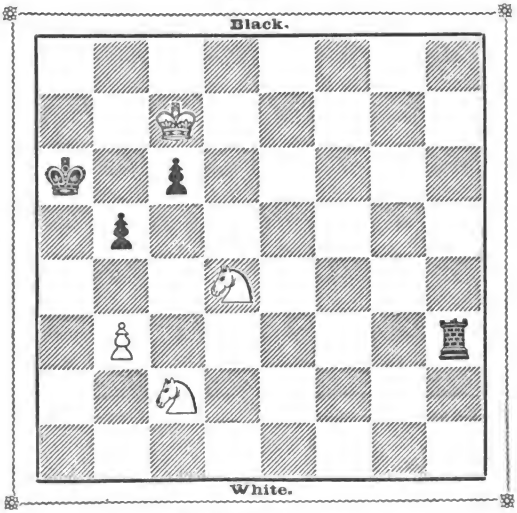
ROOK OR ROOKS AND PAWNS AGAINST BISHOPS, OR KNIGHTS WITH AND WITHOUT PAWNS, &c., &c.

NO. I.



White to move and draw.

WHITE.	BLACK.
1. Kt. to Q. Kt. fourth (check)	1. K. to Q. R. second
2. Kt. at Q. fourth takes P. on Q. B. sixth (check)	2. K. to Q. R. square
3. Kt. to Q. fifth	3. R. to K. R. seventh (check)
4. K. to Q. Kt. sixth	4. P. one

And draws.

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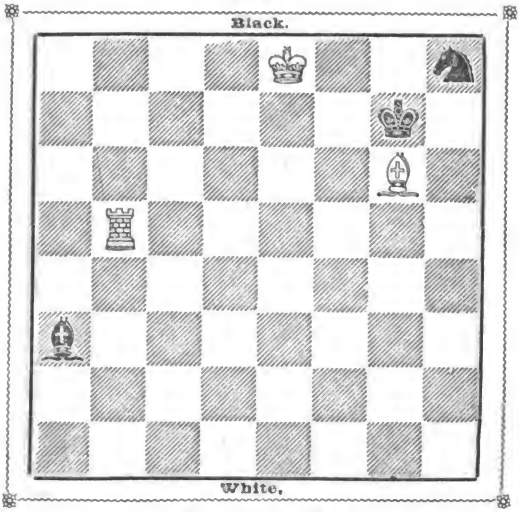
NO. II.



White to move and win.

WHITE.	BLACK.
1. B. to Q. third	1. K. to K. R. third
2. B. to Q. B. second	2. K. to K. Kt. second (or A)
3. R. to Q. Kt. seventh (check)	3. K. to K. B. third
4. R. to K. R. seventh	4. Kt. to K. Kt. third
5. R. to K. R. sixth	

And wins.

(A)

2.	2. B. to Q. B. eighth
3. R. to Q. Kt. square	3. B. to Q. seventh
4. R. to K. R. square (check)	4. K. to K. Kt. second
5. R. to K. R. seventh	5. K. to K. Kt. square
6. R. to Q. Kt. seventh	

And wins.

White in this position wins; but Kt. and B. generally draw against R. and B.

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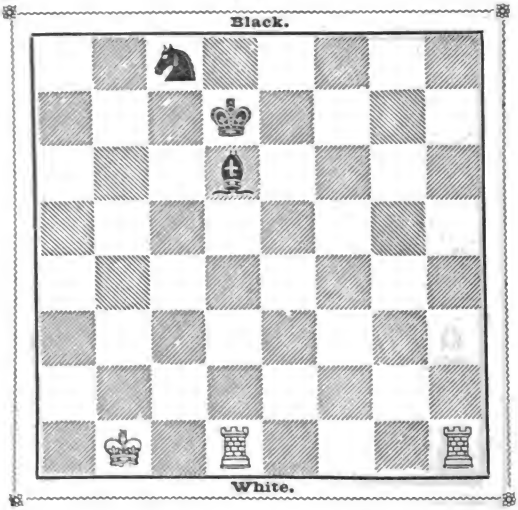
NO. III.



White to move and win.

WHITE.	BLACK.
1. R. to K. R. eighth	1. Kt. to K. second
2. R. to K. R. sixth	2. Kt. to Q. B. square
3. K. to Q. R. second	3. K. to his second
4. R. to K. R. eighth	4. Kt. to Q. Kt. third
5. R. to K. R. seventh (check)	5. K. to his third
6. R. to K. B. sixth (check)	

And wins.

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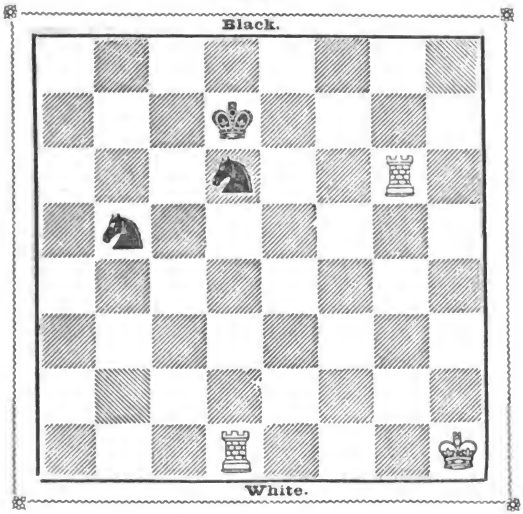
NO. IV.



White to move and win.

WHITE.	BLACK.
1. R. to Q. fifth	1. K. to Q. B. second (best) (*a*)
2. K. to K. Kt. second	2. K. to Q. second
3. K. to K. B. second	3. K. to K. second
4. K. to his square	4. K. to Q. second
5. K. to Q. second	5. K. to Q. B. second
6. K. to Q. B. square	6. K. to Q. second
7. K. to Q. Kt. second	7. K. to Q. B. second
8. K. to Q. Kt. third	8. K. to Q. second
9. K. to Q. Kt. fourth	

And wins.

(*a*) Had King played to B. third, the loss of a Knight would have been the result.

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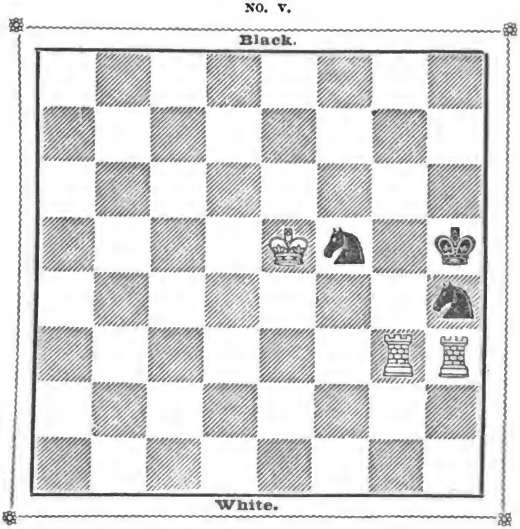
NO. V.



White to move and win

WHITE.	BLACK.
1. R. to K. Kt. second	1. Kt. to K. sixth
2. R. to K. Kt. square	2. Kt. to K. B. fourth (best)
3. K. to K. B. sixth	3. K. to K. R. third
4. R. to K. Kt. fifth	4. K. to K. R. second
5 R. takes Kt. (check)	5. Kt. takes R.
6. R. to K. R. fifth (check)	6. K. to K. Kt. square
7. R. takes Kt.	7. K. to K. B. square
8. R. Mates	

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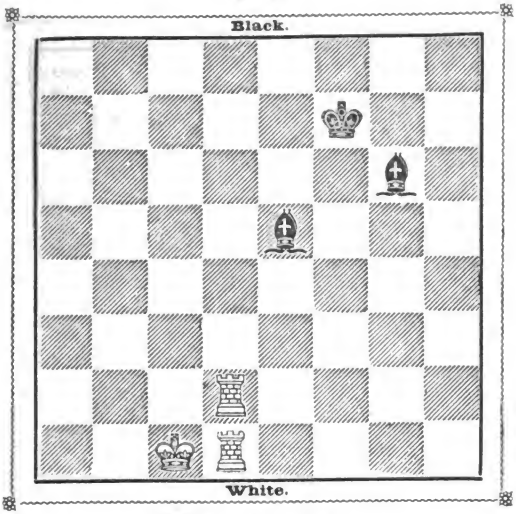
NO. VI.



White to move and win.

WHITE.	BLACK.
1. R. to K. B. second (check)	1. K. to K. third (or A)
2. R. to K. square	2. B. to K. R. fourth
3. R. to K. R. second	3. B. to K. Kt. fifth
4. R. to K. Kt. second	4. B. to K. B. sixth
5. R. to K. Kt. fifth	

And wins.

(A)

1.	1. K. to K. Kt. second
2. R. to K. Kt. second	2. B. to K. B. fifth (check)
3. K. to Q. Kt. second	3. B. to K. fourth (check)
4. K. to Q. Kt. third	4. K. to K. R. third
5. R. to K. R. square (check)	5. B. to K. R. fourth (best)
6. R. to K. Kt. fourth	6. B. to K. B. third
7. R. to K. Kt. third	7. B. to K. Kt. fourth
8. R. to K. R. third	

And wins.

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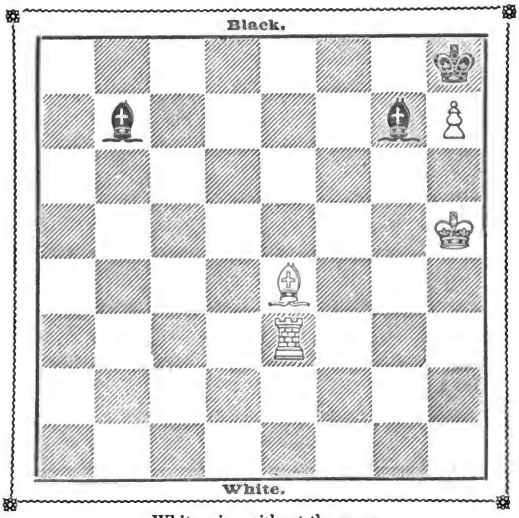
NO. VII.



White wins without the move.

WHITE.	BLACK.
1	1. B. to K. B. third (or A)
2. R. to K. second (*a*)	2. B. takes B.
3. R. takes B.	3. K. takes P.
4. R. to K. seventh (check)	4. B. to K. Kt. second
5. R. to Q. R. seventh	5. K. to K. Kt. square
6. K. to K. Kt. sixth	

And wins.

(A)

1.	1. B. takes B.
2. R. takes B.	2. K. takes P.
3. R. to K. seventh	3. K. to K. Kt. square (best)
4. K. to K. Kt. sixth	

And wins.

(*a*) Had White, on his second move, taken the Bishop, Black would have drawn.

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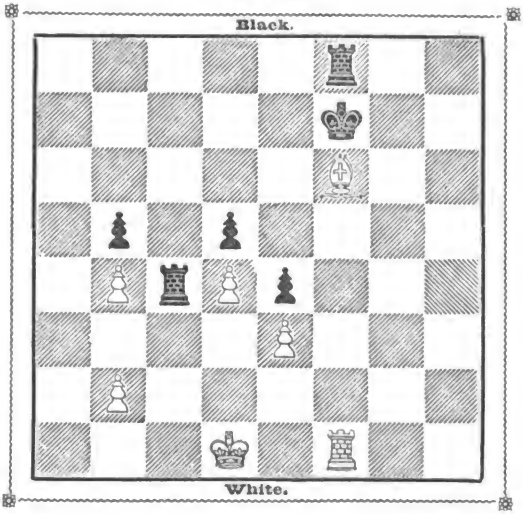
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. B. to K. fifth (dis. check)	1. K. to K. second
2. R. takes R.	2. K. takes R.
3. B. to Q. sixth (check)	3. K. to his square
4. B. to Q. B. fifth	4. K. to Q. second
5. K. to Q. second	5. K. to Q. B. second
6. Kt.'s P. one	6. K. to Q. B. third
7. P. takes R.	7. Q. P. takes P.
8. P. checks	8. K. takes P.
9. B. to Q. fourth	9. K. to his third
10 B. to Kt. second	

And wins.

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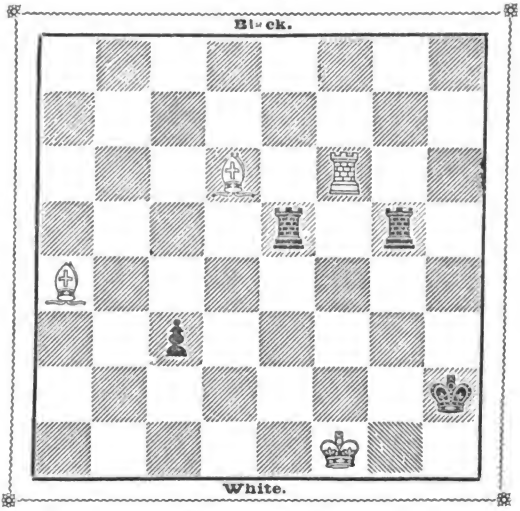
NO. IX.



White to move and win.

WHITE.	BLACK.
1. R. to K. R. sixth (check)	1. K. to K. Kt. sixth
2. R. to K. sixth	2. R. to K. B. fourth (check)
3. K. to K. Kt. square	3. K. to K. B. fifth
4. R. takes R.	4. R. takes R.
5. B. to Q. B. second	

And wins.

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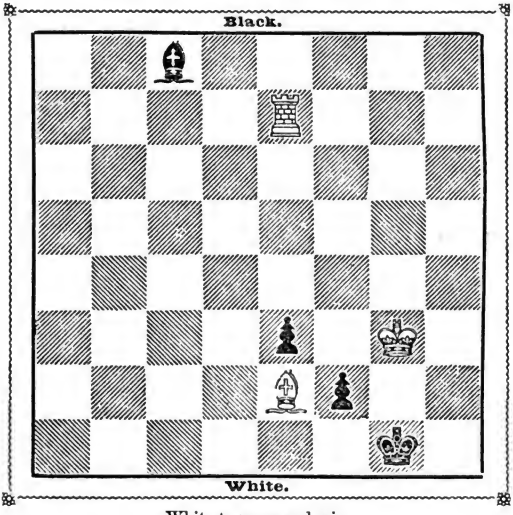
ROOK AND BISHOP AGAINST ROOK AND PAWNS, OR MINOR PIECES AND PAWNS.

NO. I.



White to move and win.

WHITE.	BLACK.
1. R. to Q. B. seventh	1. P. Queens (or A)
2. B. takes Q.	2. K. takes B.
3. R. to Q. B. square (check)	3. K. Moves
4. R. takes B.	

And wins.

(A)

1.	1. B. to K. R. sixth
2. K. takes B.	2. P. Queens
3. B. takes Q.	3. K. takes B.
4. K. to K. R. second	4. P. one
5. R. to K. B. seventh (check)	5. K. to K. eighth
6. K. to K. Kt. second	6. K. to Q. seventh
7. R. to Q. seventh (check)	7. K. to K. eighth
8. R. to K. seventh	8. K. to Q. seventh
9. K. to K. B. second	

And wins.

In this example great nicety of play is required, and it is a position which may frequently arise in the course of play.

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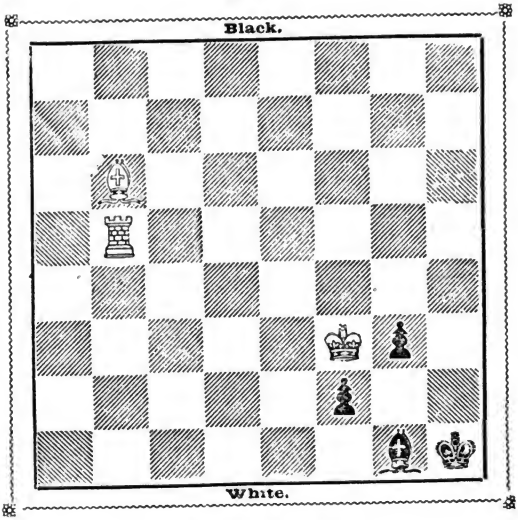
NO. II.



White can only draw.

WHITE.	BLACK
1. R. to K. R. fifth (check)	1. B. interposes
2. K. to K. second	2. P. Queens (check)
3. K. takes Q.	3. P. one (check)
4. K. to K. second	4. P. Queens
5. B. takes Queen	5. K. takes B.

And draws

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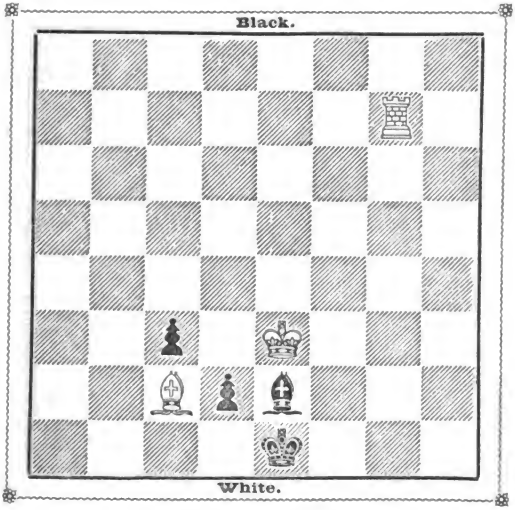
NO. III.



White to move and draw.

1. R. to K. Kt. square (check)	1. B. to K. B. eighth
2. R. to K. R. square	2. P. Queens
3. B. takes Queen	8. P. one

And draws.

This example shows how a timely sacrifice may sometimes save the game.

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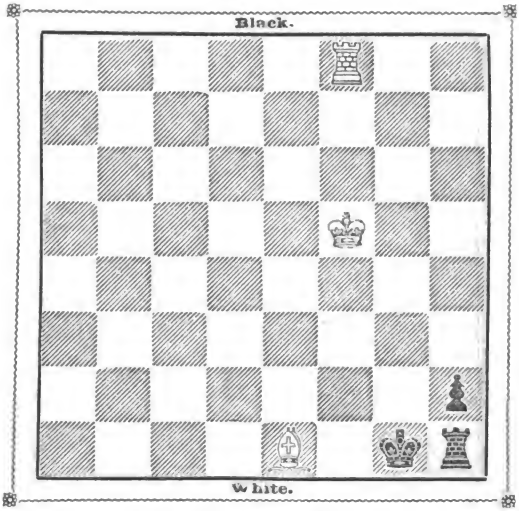
NO. IV.



White to move and win.

WHITE.	BLACK.
1. K. to Kt. fourth	1. K. to Kt. seventh
2. R. to B. second (check)	2. K. to K. eighth
3. R. to Q. R. second	3. K. to B. eighth
4. B. to Kt. third	4. R. to Kt. eighth
5. R. to K. B. second (check)	5. K. to K. eighth
6. R. takes P. (dis. check)	6. K. to B. eighth (or A)
7. R. to B. second (check)	7. K. to K. eighth
8. R. to Q. R. second	

And wins.

(A)

6.	6. K. to Q. eighth
7. R. to Q. R. second	7. R. to B. eighth
8. B. to K. B. second	

And wins.

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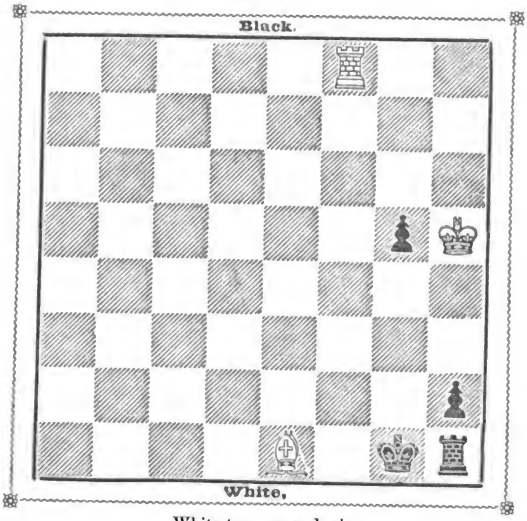
NO. V.



White to move and win

WHITE.	BLACK.
1. K. to Kt. fourth	1. K. to Kt. seventh
2. R. to B. second (check)	2. K. to Kt. eighth
3. K. to K. B. third	3. P. one (check)
4. K. to K. second	4. P. one
5. R. to B. third	

And Mates next move.

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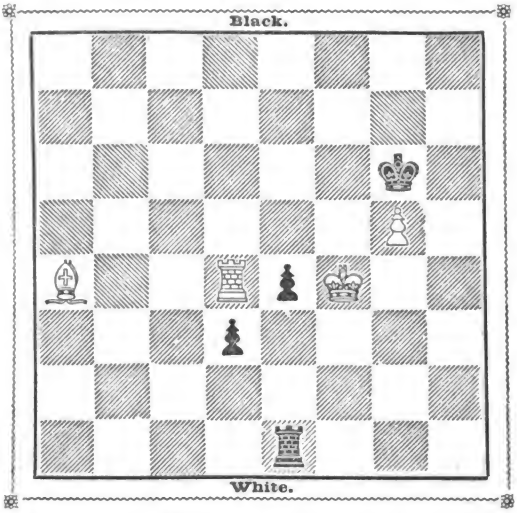
NO. VI.



White to move and win.

WHITE.	BLACK.
1. B. to K. eighth (check)	1. K. to K. Kt. second
2. R. to Q. seventh (check)	2. K. to K. B. square
3. B. to K. R. fifth	3. P. to K. sixth (best)
4. R. takes P.	4. P. to K. seventh
5. R. to Q. eighth (check)	5. K. to K. Kt. second (best)
6. R. to Q. seventh (check)	6. K. to K. B. square (or A)
7. K. to K. fifth	7. R. to K. Kt. eighth
8. B. takes P.	8. R. takes P. (check)
9. K. to K. B. sixth	9. K to K. square
10. R. to Q. square	10. R. to Q. B. fourth (*a*)
11. B. to K. B. third	11. R. to Q. B. square
12. B. to K. fourth	12. K. to K. B. square
13. R. to K. R. square	

And wins.

(*a*) If R. went to Q. R. fourth, B. would play to Q. B. fourth, and mate in four moves.

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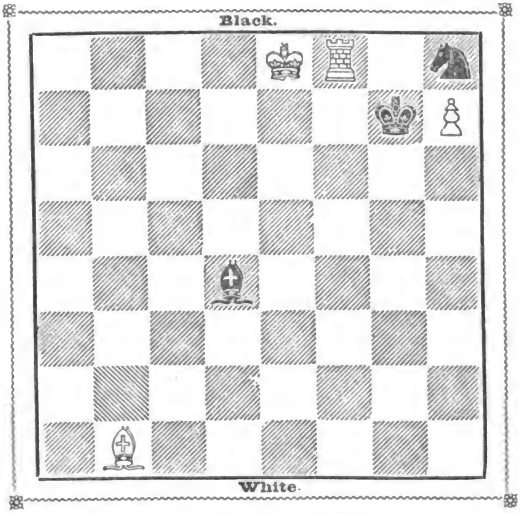
	(A)
6.	6. K. to K. Kt. square
7. K. to K. fifth	7. R. to K. Kt. eighth
8. B. takes P.	8. R. takes P. (check)
9. K. to K. B. sixth	9. R. to Q. B. fourth
10. R. to Q. eighth (check)	10. K. moves
11. B. to Q. third (check)	

And wins.

NO. VII.



White to move and win.

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WHITE.	BLACK.
1. R. to K. Kt. eighth (check)	1. K. to K. R. third
2. R. to K. Kt. fourth	2. B. to Q. B. fourth (best)
3. R. to Q. B. fourth	3. B. to Q. R. sixth
4. R. to Q. R. fourth	4. B. to Q. B. fourth
5. R. to Q. R. fifth	5. B. to Q. Kt. fifth
6. R. to Q. Kt. fifth	6. B. to Q. R. sixth
7. B. to Q. B. second	7. K. to K. Kt. second
8. R. to K. Kt. fifth (check)	8. K. to K. R. third (best)
9. R. to K. Kt. eighth	9. B. to Q. Kt. seventh
10. R. to K. Kt. third	10. B. to K. fourth
11. R. to K. third	11. B. to Q. fifth (or A)
12. R. to K. R. third (check)	12. K. to K. Kt. second
13. R. to K. Kt. third (check)	13. K. to K. R. third
14. K. to K. B. eighth	14. B. to K. fourth
15. R. to K. third	15. B. to Q. fifth
16. R. to K. sixth (check)	16. K. to K. Kt. fourth
17. K. to K. Kt. eighth	17. B. to Q. Kt. seventh
18. B. to Q. R. fourth	18. Kt. to K. Kt. third
19. B. to K. eighth	19. Kt. to K. R. square
20. R. to Q. Kt. sixth	20. B. to Q. B. sixth
21. R. to Q. Kt. fifth (check)	21. K. to K. B. fifth
22. R. to Q. Kt. seventh	22. K. to K. Kt. fourth
23. R. to K. Kt. seventh (check)	23. K. to K. R. third
24. R. to Q. B. seventh	24. B. to Q. fifth
25. R. to Q. seventh	25. B. to K. fourth
26. R. to Q. fifth	

And wins.

(A)

11.	11. B. to K. B. fifth
12. R. to K. fourth	12. B. to Q. seventh
13. K. to K. B. eighth	13. B. to Q. B. sixth
14 K. to K. Kt. eighth	14. K. to Kt. fourth
15. R. to Q. B. fourth	15. B. to Q. Kt. seventh
16. R. to Q. B. fifth (check)	16. K. to K. R. third (*a*)
17. B. to Q. square	17. B. to Q. fifth
18. R. to Q. fifth	18. B. to Q. B. sixth
19. B. to K. R. fifth	

And wins.

(*a*) Had Black played K. to K. B. fifth, White would have won as before. This is a very interesting and instructive position.

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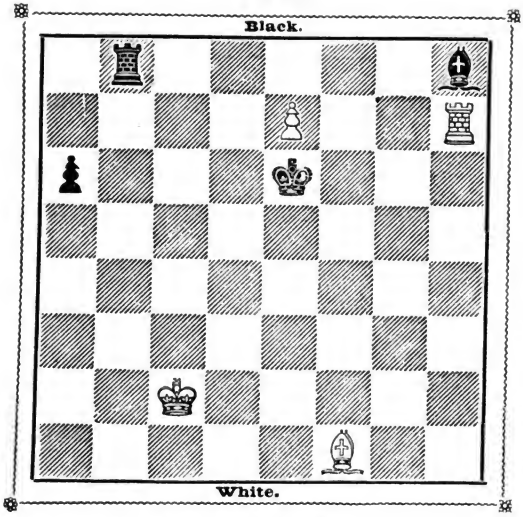
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. B. to K. R. third (check)	1. K. to Q. third
2. B. to Q. seventh	2. K. takes B. (or A)
3. P. Queens (check)	3. K. takes Q.
4. R. takes B.	

And wins.

(A)

2.	2. R. to Q. Kt. seventh (check)
3. K. to Q. B. first	3. K. takes B.
4. P. Queens (check)	4. K. takes Q.
5. R. takes B.	

And wins.

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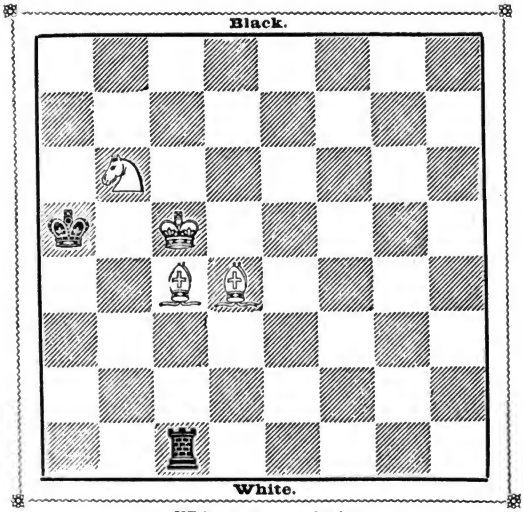
ROOK AGAINST THREE MINOR PIECES.

NO. I.



White to move and win.

WHITE.	BLACK
1. B. to K. fifth	1. R. to Q. B. seventh
2. Kt. to Q. fifth	2. R. to Q. B. eighth (or A, B)
3. Kt. to Q. B. third	

And wins.

(A)

2.	2. R. to K. Kt. seventh
3. B. to Q. Kt. fifth	3. R. to Q. B. seventh (check)
4. Kt. to Q. B. third	

And wins.

(B)

2.	2. K. to Q. R. fifth (best)
3. Kt. to Q. B. third (check)	3. K. to Q. R. sixth (best)
4. Kt. to Q. Kt. fifth (check)	4. K. to Q. R. fifth
5. B. to K. B. fourth	5. K. to Q. R. fourth (or C)
6. Kt. to Q. B. third	

And wins.

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(C)

5.	5. R. to Q. Kt. seventh (best)
6. Kt. to Q. B. third (check)	6. K. to Q. R. sixth
7. B. to K. R. sixth	7. K. to Q. B. seventh (best)
8. Kt. to K. second	8. K. to Q. Kt. seventh (or D)
9. K. to Q. Kt. fourth	

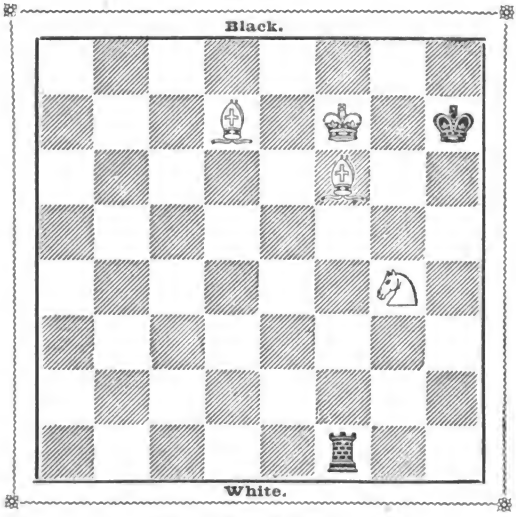
And wins Rook.

(D)

8.	8. K. to Q. R. fifth
9. B. to Q. B. square	9. K. to Q. R. fourth
10. Kt. to Q. fourth	10. R. to K. R. seventh
11. B. to Q. second (check)	11. K. to Q. R. fifth
12. B. to Q. Kt. third (check)	12. K. to Q. R. sixth
13. B. to Q. B. square (check)	

And wins.

NO. II.



White to move and win.

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WHITE.	BLACK.
1. B. to Q. Kt. fifth	1. R. to Q. eighth (or A, B)
2. B. to K. seventh	2. R. to Q. fourth (best)
3. B. to K. B. eighth	3. R. to K. Kt. fourth (best)
4. Kt. (checks)	4. K. moves
5. B. to Q. seventh	5. R. to K. Kt. third (best)
6. B. to Q. B. eighth	6. R. to K. Kt. fourth (best)
7. B. to K. R. third	7. R. to K. Kt. third (best)
8. Kt. to K. Kt. fourth	8. R. to K. Kt. square
9. B. to Q. seventh	

And wins.

(A)

1	1. R. to K. B. fourth
2. B. to Q. R. fourth	2. R. to Q. B. fourth
3. B. to K. fifth	3. R. to Q. B. eighth (*a*)

And White wins R. in four moves.

(B)

1.	1. R. to K. B. sixth
2. B. to K. second	2. R. to K. B. fourth (or C)
3. B. to Q. square	3. R. to Q. B. fourth
4. B. to K. fifth	4. R. to Q. B. third (*b*)
5. Kt. to K. B. sixth (check)	5. K. to R. square (best)
6. Kt. to Q. seventh (dis. check)	6. K moves
7. B. to K. Kt. seventh	

And wins.

(C)

2.	2. R. to Q. R. sixth
3. B. to K. seventh	3. R. to Q. R. second (or D)
4. B. to Q. third (check)	4. K. moves
5. B. to K. B. fifth	5. R. to Q. B. second
6. Kt. to K. fifth	6. R. to Q. R. second
7. Kt. to Q. seventh	

And wins.

(D)

3.	2. R. to Q. Kt. sixth
4. Kt. to K. B. sixth (check)	4. K. to R. square (or E)
5. B. to K. Kt. fourth	5. R. to Q. Kt square
6. Kt. to Q. seventh	6. R. to Q. Kt. fourth (best)
7. Kt. to K. B. eighth	7. R. to Q. Kt. second
8. B. to K. B. fifth	8. R. to Q. R. second
9. Kt. to Q. seventh	

And wins.

(*a*) Had Black played R. to Q. B. fifth, White would have played B. to Q. seventh, and have won.

(*b*) Had Black on his fourth move played R. to Q. B. fifth, White would answer with B. to K. second, winning easily.

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(E)

4.	4. K. to R. third
5. Kt. to K. Kt. eighth (check)	5. K. moves
6. B. to K. Kt. fourth	6. R. to Q. Kt. fourth
7. B. to K. B. eighth	7. R. to K. Kt. fourth
8. Kt. (checks)	8. K. moves
9. B to Q. seventh	9. R. to K. Kt. third (best) (*c*)
10. B. to Q. B. eighth	10. R. to K. Kt fourth
11. B. to K. R. sixth	11. R. to K. Kt. third
12. Kt. to K. Kt. fourth	12. R. to K. Kt. square
13. B. to Q. seventh	

And wins.

(*c*) R. can only play to Kt.'s third and fourth, in order to avoid White playing his B. to Kt. fourth

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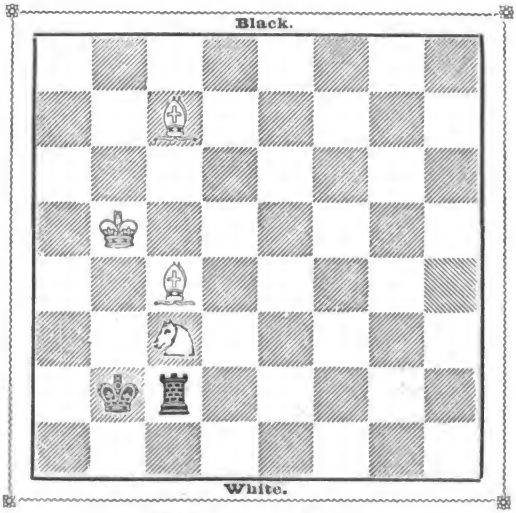
NO. III.



White to move and win.

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WHITE.	BLACK.
1. Kt. to Q. square (check)	1. K. to Q. B. eighth (or A)
2. B. to K. B. fourth (check)	2. K. takes Kt.
3. B. to Q. Kt. third	

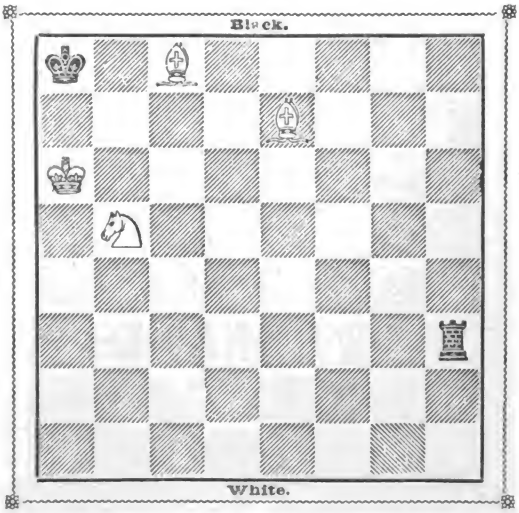
And wins.

(A)

1.	1. K. to R. eighth
2. B. to K. fifth (check)	2. K. to Q. Kt. eighth
3. B. to Q. third	

And wins.

NO. IV.



White, without the advantage of the move, wins.

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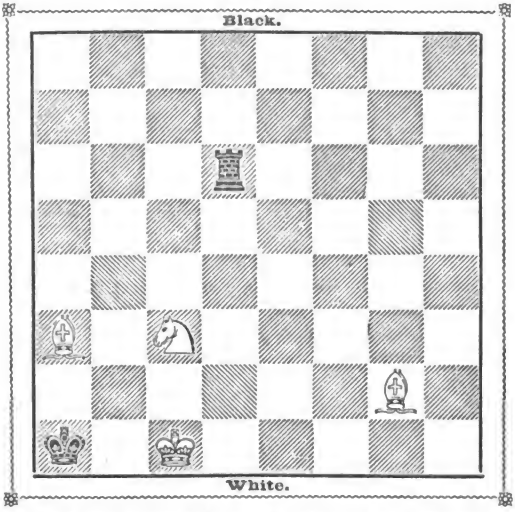
WHITE.	BLACK.
1.	1. R. to K. R. third (check)
2. B. to Q. sixth	2. R. to K. R. second
3. B. to K. sixth	3. R. to Q. R. second (check) (best)
4. K. to Q. Kt. sixth	4. R. to Q. R. third (check) (best)
5. K. to Q. B. seventh	5. R. to Q. B. third (check)
6. K. to Q. seventh	

And wins.

This position is taken from Mr. Walker's Treatise on Chess.

NO. V.



Black has the move and draws, by playing R. to Q. seventh.

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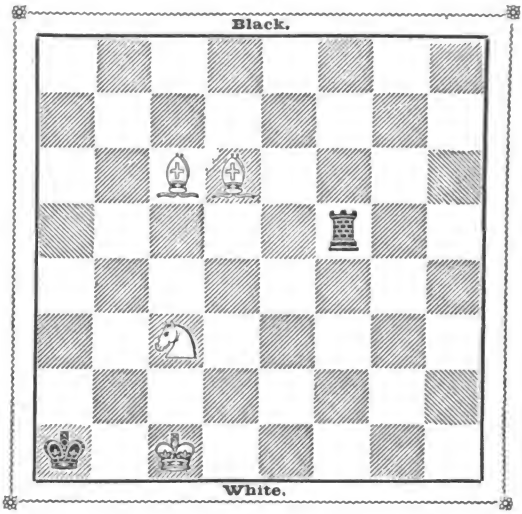
NO. VI.



Black has the move and draws by playing R. to Q. B. fourth.

In this and the preceding example, great care must be observed on the part of White to avoid stalemate.

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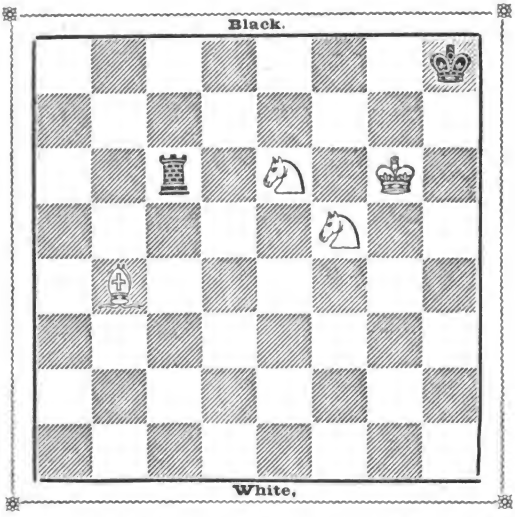
NO. VII.



White with the move wins, but the Rook generally draws against two Knights and a Bishop.

WHITE.	BLACK.
1. K. to K. B. seventh	1. K. to K. R. second (or A)
2. B. to K. B. eighth	

And wins.

(A)

1.	1. R. to Q. B. square or Q. B. eighth
2. B. to K. seventh	

And wins.

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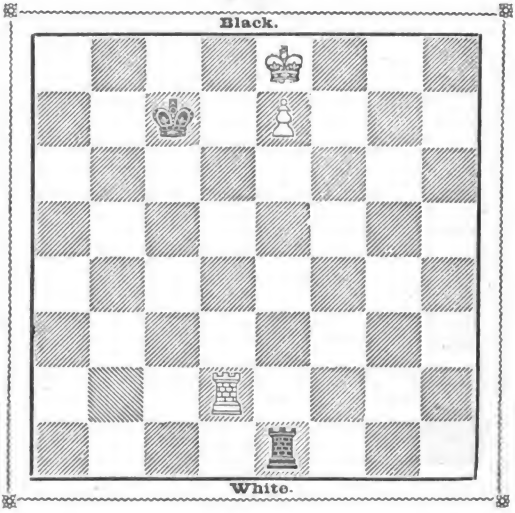
ROOK WITH AND WITHOUT PAWNS AGAINST SIMILAR FORCES.

NO. I.



White to move and win.

WHITE.	BLACK.
1. R. to Q. B. second (check)	1. K. to Q. third (or A)
2. K. to Q. eighth	2. R. takes P.
3. R. to Q. second (check)	3. K. to K. third
4. R. to K. second	

And wins Rook.

(A)

1.	1. K. to Q. Kt. second
2. R. to K. B. second	2. R. to K. R. eighth
3. K. to K. B. seventh	3. R. to K. R. second (check)
4. K. to K. sixth	4. R. to K. R. square
5. K. to Q. seventh	5. R. to K. R. second
6. K. to Q. eighth	

And wins.

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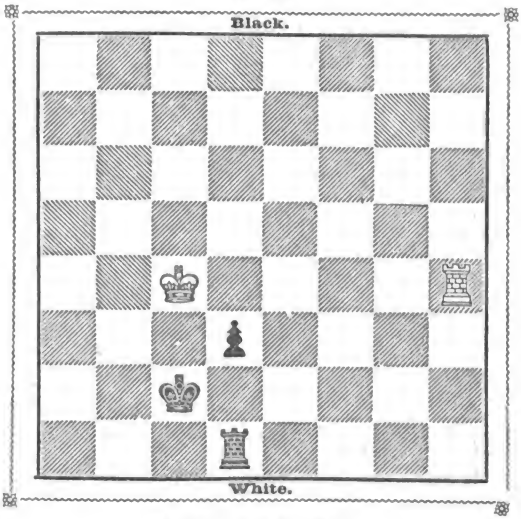
NO. II.



White to move and draw.

WHITE.	BLACK.
1. R. to K. R third (*a*)	1. R. to Q. seventh
2. R. to K. Kt. third	2. R. to Q. eighth
3. R. to K. R. third	3. P. one
4. R. to Q. B. third (check)	4. K. to Q. Kt. seventh
5. R. to Q. Kt. third (check)	5. K. to Q. R. seventh
6. K. to Q. B. third	

And draws.

All similar positions on the King's side with the Pawn so far advanced are drawn, but the case differs when the pieces are on the Queen's side, as in the following example.

(*a*) The only move to draw.

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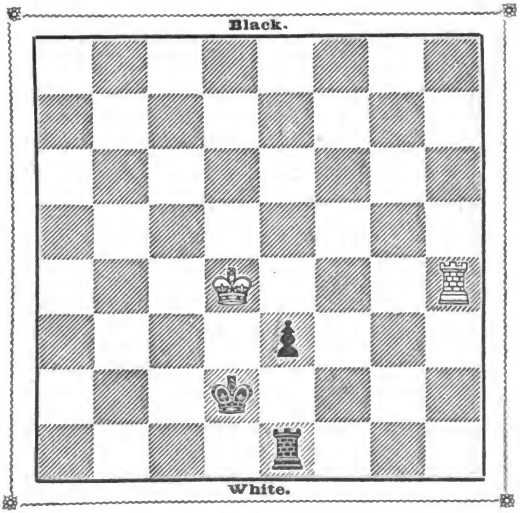
NO. III.



Black wins.

WHITE.	BLACK.
1. R. to K. R. third	1. R. to Q. R. eighth

And wins easily.

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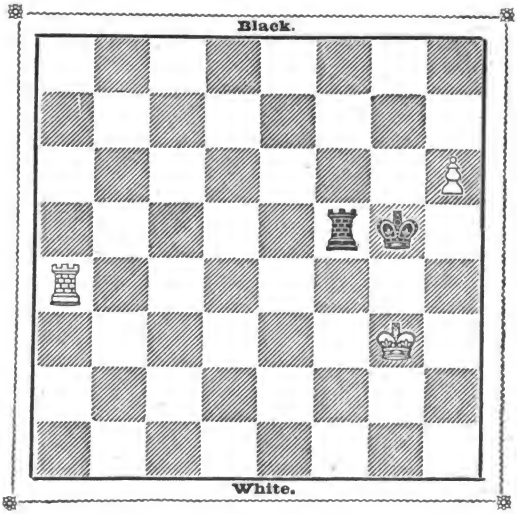
NO. IV.



White wins.

WHITE.	BLACK
1. P. one	1. R. to B. square
2. R. to K. Kt. fourth (check)	2. K. to R. third
3. R. to Kt. eighth	

And wins.

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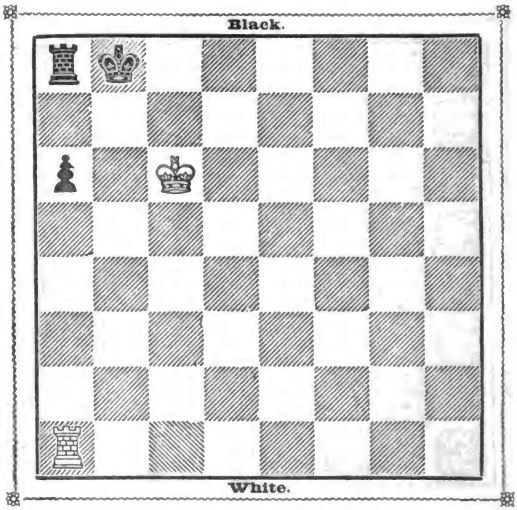
NO. V.



White to move and win.

WHITE.	BLACK.
1. R. to K. R. square	1. K. to Q. R. second (*a*)
2. R. to K. R. seventh (check)	2. K. to Q. Kt. square
3. K. to Q. Kt. sixth	

And wins.

King and Rook against King and Rook generally draw, but in this instance Black possesses a Pawn, which costs him the game.

(*a*) Any other move and White would mate with Rook.

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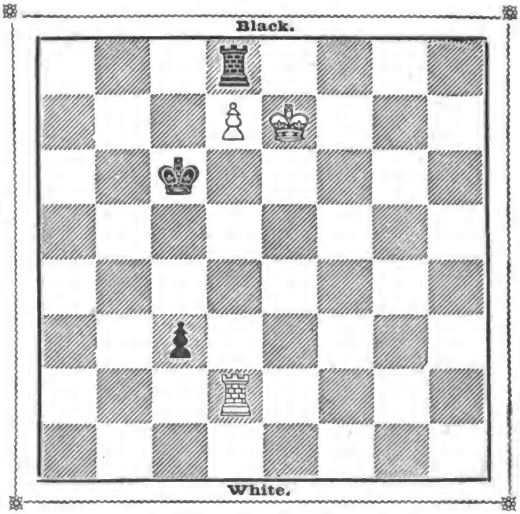
NO. VI.



White to move and win.

WHITE.	BLACK.
1. R. to Q. sixth (check)	1. K. to Q. B. fourth (or A, B)
2. K. takes R.	2. P. one
3. K. to Q. B. seventh	3. P. Queens
4. R. to Q. B. sixth (check)	
And wins.	
(A)	
1.	1. K. to Q. B. second
2. R. to Q. third	
And wins.	
(B)	
1.	1. K. to K. Kt. fourth
2. K. takes R.	2. P. one
3. K. to K. eighth	3. P. Queens
4. P. Queens	4. Q. to K. sixth (check)
5. Q. covers	
And wins.	

This and the following six examples are every-day positions, but requiring great nicety of play.

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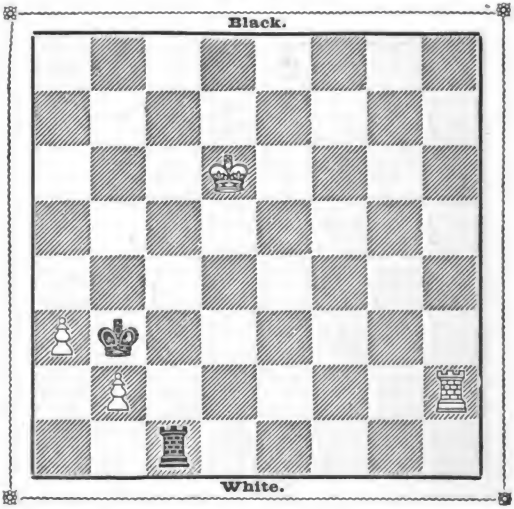
NO. VII.



White can only draw.

WHITE.	BLACK
1. R. to K. R. eighth	1. K. takes P.
2. P. one	2. R. to Q. R. eighth
3. R. to Q. R. eighth	3. K. to Q. Kt. sixth
4. P. one	4. K. to Q. Kt. fifth
5. P. one	5. K. to Q. R. fourth (*a*)

And draws.

(*a*) Had Black played K. to Q. Kt. fourth, White would have won as follows:—

6. R. to Q. Kt. eighth (check)	6. K. to Q. B. fifth
7. R. to Q. Kt. sixth	

And wins.

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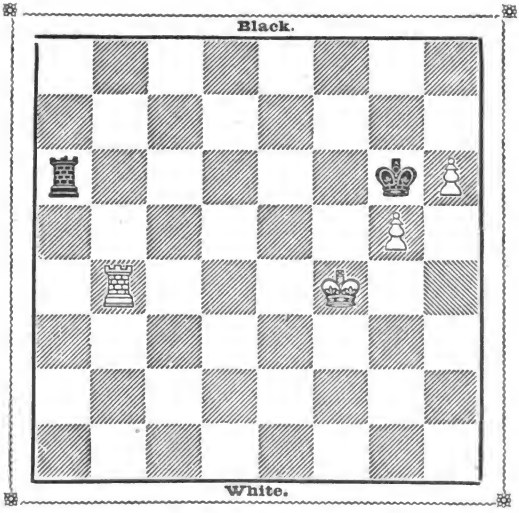
NO. VIII.



White can only draw.

WHITE.	BLACK.
1. R. to Q. fourth	1. R. to Q. Kt. third
2. R. to Q. eighth	2. R. to Q. Kt. fifth (check)
3. K. to K. fifth	3. R. to Q. Kt. second

And draws.

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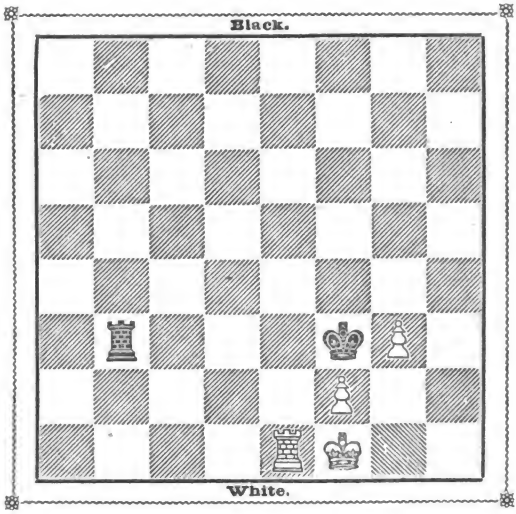
NO. IX.



White to move and win.

WHITE.	BLACK.
1. R. to K. third (check)	1. R. takes R.
2. P. takes R.	

And wins easily.

In a position like this, an inexperienced player's first anxiety would be to push on his Pawns with a view to Queening, whilst the adept would simply force the exchange of Rooks, and so win without difficulty.

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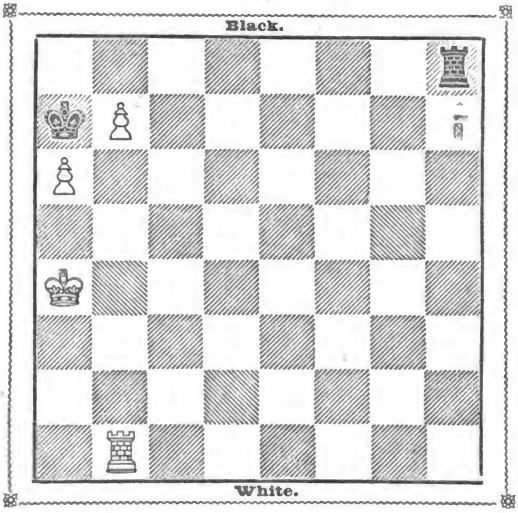
NO. X.



White wins.

WHITE.	BLACK.
1. K. to Q. R. fifth	1. R. to K. R. fourth (check)
2. R. to Q. Kt. fifth	2. R. to K. R. square
3. R. to Q. Kt. sixth (*a*)	3. R. to K. R. fourth (check)
4. K. to Q. Kt. fourth	4. R. to K. R. fifth (check)
5. K. to Q. B. fifth	5. R. to K. R. fourth (check
6. K. to Q. fourth	6. R. to K. R. fifth (check)
7 K. to K. fifth	7. R. to K. R. fourth (check)
8. K. to K. B. fourth	8. R. to K. R. fifth (check)
9. K. to K. Kt. fifth	2. R. to K. R. square
10. R. to Q. B. sixth	10. R. to Q. Kt. square
11. K. to K. Kt. sixth	11. R. to K. B. square
12. K. to K. Kt. seventh	12. R. to Q. square
13. K. to K. B. seventh	13. R. to K. R. square
14. K. to K. seventh	14. R. to K. R. second (check)
15. K. to Q. sixth	15. R. to K. R. third (check)
16. K. to Q. B. fifth	16. R. to K. R. fourth (check)
17. K. to Q. Kt. sixth	

And wins.

(*a*) Had Rook played to Q. B. fifth, Black R. would have moved to K. R. third, drawing.

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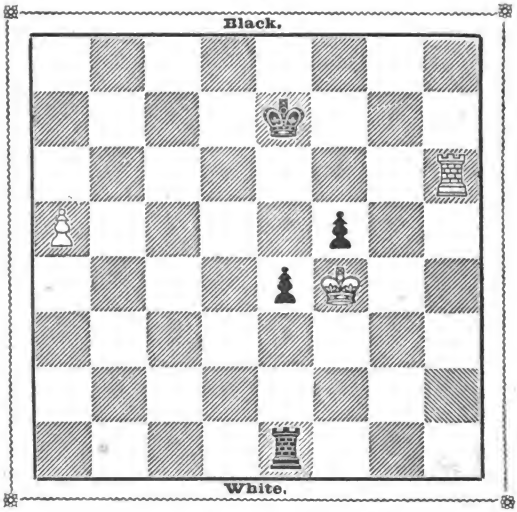
NO. XI.



White to move and win

WHITE.	BLACK.
1. P. one	1. R. to Q. R. eighth
2. P. one	2. K. to K. B. second
3. R. to K. R. eighth	

And wins.

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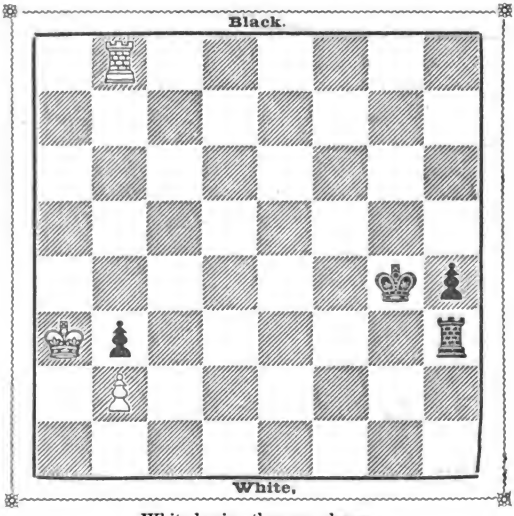
NO. XII.



White having the move draws.

WHITE.	BLACK.
1. R. to K. Kt. eighth (check)	1. K. to K. R. fourth
2. R. to K. R. eighth (check)	2. K. to K. Kt. third
3. K. to Q. Kt. fourth	3. R. to K. R. seventh
4. K. takes P.	4. P. to K. R. sixth
5. K. to Q. R. fourth	

And draws.

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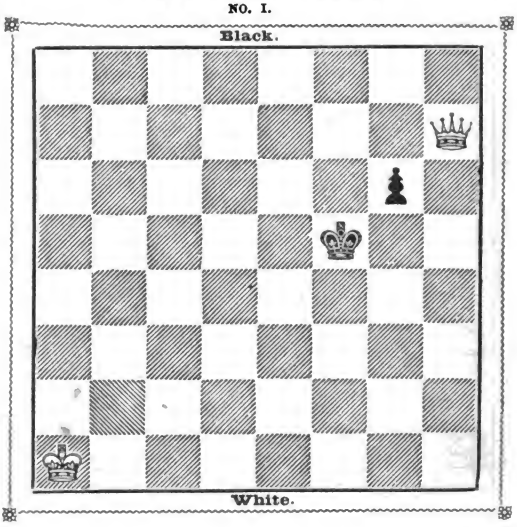
QUEEN AGAINST PAWNS.

NO. I.



White to move and win.

WHITE.	BLACK.
1. K. to Q. Kt. second	1. K. to K. B. third
2. K. to Q. B. third	2. P. one
3. Q. to K. fourth	

And wins.

In this position White has only to advance his King, unless Black pushes on the Pawn.

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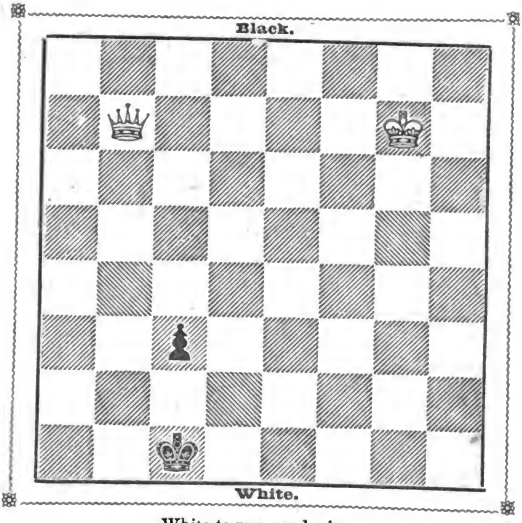
NO. II.



White to move and win.

WHITE.	BLACK
1. K. to K. B. sixth	1. K. to Q. eighth
2. K. to K. fifth	2. P. one
3. Q. to Q. Kt. third	3. K. to Q. seventh
4. Q. to Q. R. second	4. K. to Q. eighth
5. K. to Q. fourth	5. K. to Q. seventh
6. Q. to Q. Kt. second	6. K. to Q. eighth
7. K. to Q. third	

And wins.

Had White King stood on King's Knight's eighth, the same mode of play would be required as in No. 1. For example:—

1. Q. to K. R. square (check)	1. K. to Q. Kt. seventh
2. Q. to K. R. eighth	2. K. to Q. Kt. sixth or B. seventh
3. Q. to Q. fourth	

And wins.

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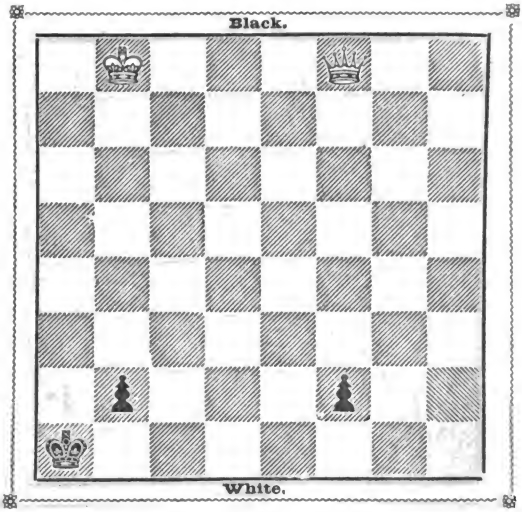
NO. III.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. R. third (check)	1. K. to Q. Kt. eighth
2. Q. to Q. R. sixth	2. K. to Q. B. seventh (best)
3. Q. to K. second (check)	3. K. to Q. B. sixth
4. Q. to K. B. square	

And wins.

Examples 3, 4, 5, 6, and 7, embrace a complete system by which the student may know when positions of a similar character are to be won or drawn.

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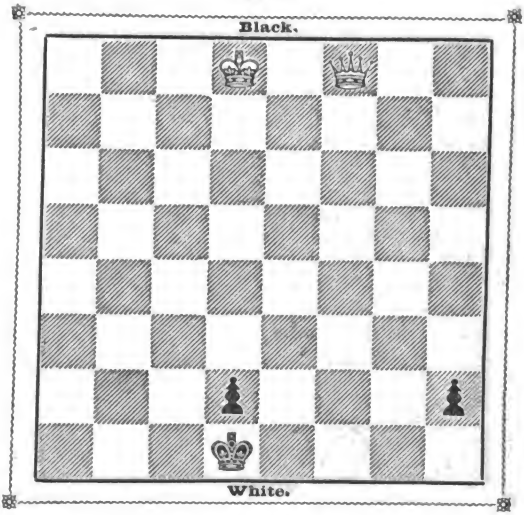
NO. IV.



White to move and win.

WHITE.	BLACK.
1. Q. to K. B. third (check)	1. K. to Q. B. seventh
2. Q. to Q. B. sixth (check)	2. Any move
3. Q. to K. R. square	

And wins.

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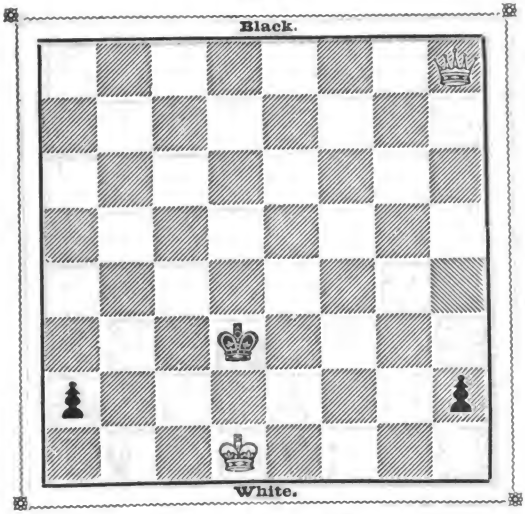
NO. V.



White has the move and can but draw.

WHITE.	BLACK.
1. Q. to K. R third (check)	1. K. to Q. fifth
2. Q. to K. R. fourth (check)	2. K. to Q. fourth
3. Q. to K. Kt. fifth (check)	3. K. to K. fifth
4. Q. to K. Kt. fourth (check)	4. K. to Q. fourth
5. Q. to K. Kt. second (check)	5. K. to Q. B. fourth (best)
6. Q. to Q. B. second (check)	6. K. to Q. fifth (best)
7. Q. to Q. second (check)	7. K. to K. fifth (best) (*a*)
8. Q. to K. square (check)	8. K. to K. B. sixth (or A)
9. Q. to K. B. square (check)	9. K. to K. Kt. sixth
10. K. to K. second	10. P. at Q. R. seventh Queens
11. Q. takes Q.	11. K. to K. Kt. seventh
12. Q. to K. B. square (check)	12. K. to K. Kt. sixth
13. K. moves	

And wins.

(*a*) A bad move.

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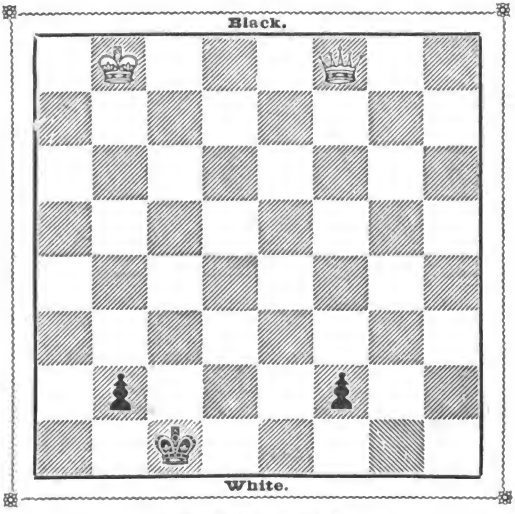
(A)

8.	8. K. to Q. sixth (best)
9. Q. to K. B. square (check)	9. K. to Q. B. sixth
10. K. to K. second	10. K. to Q. Kt. seventh
11. K. to Q. second	11. P. at Q. R. seventh Queens
12. Q. to Q. Kt. fifth (check)	12. K. to Q. R. seventh
13. Q. to Q. R. fourth (check)	13. K. to Q. Kt. seventh
14. Q. to Q. Kt. fourth (check)	14. K. to Q. R. seventh
15. K. to Q. B. second	15. Q. to Q. eighth (check)
16. K. takes Q.	16. P. Queens (check)

And draws.

NO. VI.



White can only draw.

WHITE.	BLACK.
1. Q. to Q. B. fifth (check)	1. K. to Q. eighth
2. Q. to Q. Kt. fifth	2. P. to Kt. eighth Queens
3. Q. takes Q. (check)	3. K. to K. seventh

And draws.

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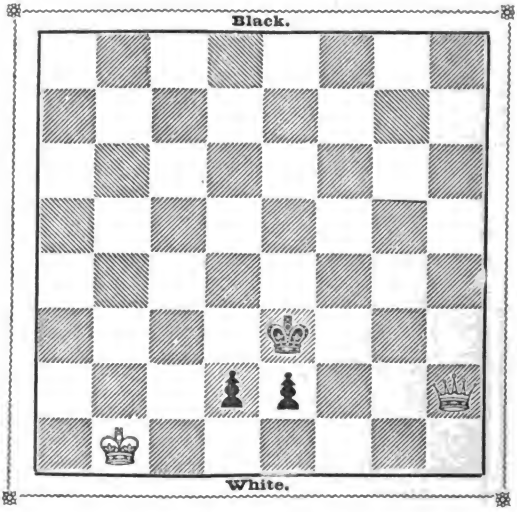
NO. VII.



White to move and win.

WHITE.	BLACK.
1. Q. to K. R. sixth (check)	1. K. to Q. sixth (best)
2. Q. to Q. sixth (check)	2. K. to Q. B. sixth (or A)
3. Q. to Q. B. fifth (check)	3. K. to Q. sixth
4. Q. to Q. B. second (check)	4. K. to K. sixth
5. Q. to Q. B. third	

And wins.

(A)

2.	2. K. to K. sixth
3. Q. to Q. B. fifth (check)	3. K. to K. fifth
4. Q. to Q. B. fourth (check)	4. K. to K. B. sixth
5. Q. to Q. third (check)	

And wins.

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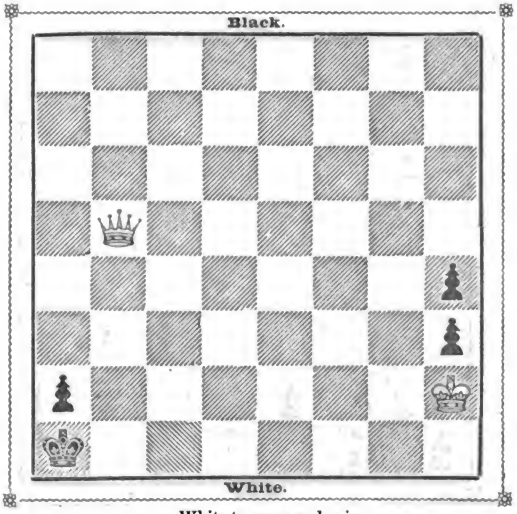
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. R. fourth (*a*)	1. K. to Q. Kt. seventh (best)
2. Q. to Q. Kt. fourth (check)	2. K. to Q. B. seventh
3. Q. to Q. R. third	3. K. to Q. Kt. eighth
4. Q. to Q. Kt. third (check)	4. K. to Q. R. eighth
5. Q. takes K. R. P.	5. K. to Q. Kt. seventh (best)
6. Q. to K. Kt. second (check)	6. K. to Q. Kt. eighth
7. Q. to K. fourth (check)	7. K. to Q. B. eighth
8. Q. to K. square (check)	8. K. to Q. Kt. seventh
9. Q. to Q. Kt. fourth (check)	9. K. to Q. B. seventh
10. Q. to Q. R. third	10. K. to Q. Kt. eighth
11. Q. to Q. Kt. third (check)	11. K. to Q. R. eighth
12. Q. to Q. B. second	

And wins.

(*a*) The only move to win.

Positions 8, 9, and 10, differ from the five preceding examples; inasmuch as White is enabled to win in consequence of the confined position of the Black ing.

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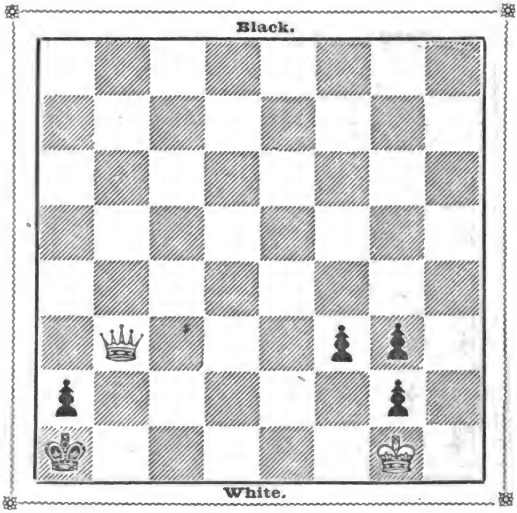
NO. IX.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. Kt. sixth	1. P. one (check)
2. K. takes Kt. P.	2. P. Queens (check)
3. K. takes Q.	3. P. one (check)
4. K. to K. second	4. P. Queens
5. Q. takes Q. (check)	5. K. to Q. Kt. seventh
6. K. to Q. second	6. P. Queens
7. Q. to Q. Kt. sixth (check)	7. K. to Q. R. sixth
8. Q. to Q. R. fifth (check)	8. K. to Q. Kt. seventh
9. Q. to Q. Kt. fourth (check)	9. K. to Q. R. seventh
10. K. to Q. B. second	

And wins.

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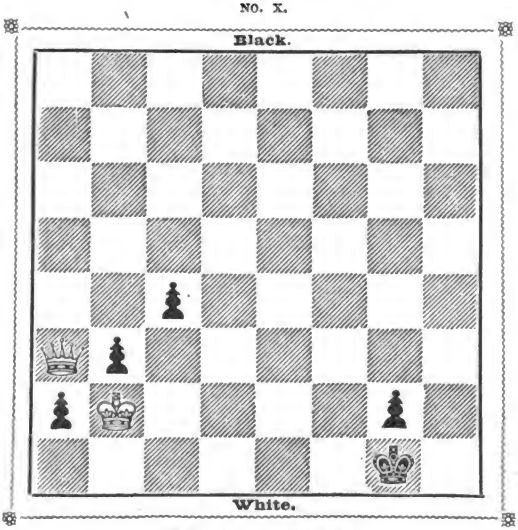
NO. X.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. B. fifth (check)	1. K. to R. eighth (or A)
2. Q. to K. R. fifth (check)	2. K. to Kt. eighth
3. Q. to K. R. third	3. K. to B. second (or B)
4. Q. to K. R. fourth (check)	4. K. to B. sixth (best)
5. Q. to K. square	5. K. to Kt. fifth
6. Q. to K. B. second	6. K. to R. sixth (or C)
7. K. to Q. R. square	7. P. to Q. B. sixth (best)
8. Q. to K. third (check)	8. K. to R. seventh
9. Q. to K. fifth (check)	9. K. to R. eighth
10. Q. to K. R. eighth (check)	10. K. to Kt. eighth
11. Q. takes P.	

And wins.

(A)

1.	1. K. to R. seventh
2. Q. to K. fifth (check)	2. K. to R. eighth (best)
3. Q. to K. R. eighth (check)	3. K. to Kt. eighth
4. Q. to K. B. sixth	4. K. to R. seventh
5. Q. to K. R. fourth (check)	5. K. to Kt. eighth
6. Q. takes P.	

And wins.

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(B)

3.	3. K. to B. eighth
4. Q. to K. B. third (check)	4. K. to Kt. eighth
5. Q. to K. B. sixth	5. K. to R. eighth
6. Q. to K. R. fourth	

And wins.

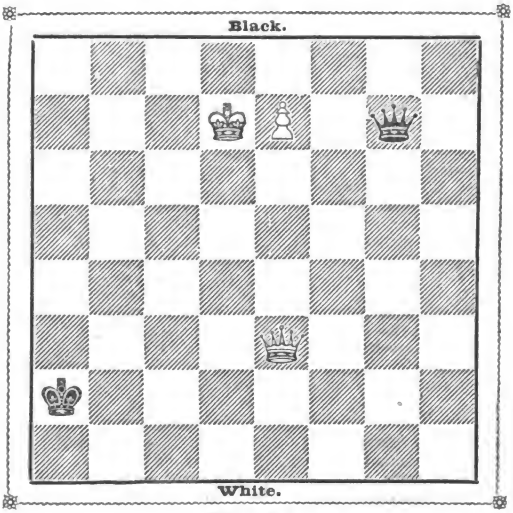
(C)

6.	6. P. to Q. B. sixth (check)
7. K. to Q. R. square	7. K. to R. sixth
8. Q. to K. third (check)	8. K. to R. fifth
9. Q. to Q. fourth (check)	9. K. to R. fourth
10. Q. to K. R. eighth (check)	10. K. to Kt. fifth
11. K. to Kt. seventh (check)	

And wins.

QUEENS AND PAWNS.

NO. I.



White wins.

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WHITE.	BLACK.
1. K. to Q. B. sixth	1. Q. to K. Kt. third (check)
2. K. to Q. Kt. fifth	2. Q. to K. square (check) (or A)
3. K. to Q. Kt. fourth	3. Q. to Q. Kt. square (check)
4. K. to Q. B. third	4. Q. to Q. Kt. seventh (check)
5. K. to Q. third	5. Q. to Q. Kt. fourth (check)
6. K. to Q. second	6. Q. to Q. fourth (check) (or B)
7. K. to K. square	7. Q. to K. R. eighth (check)
8. K. to K. second	8. Q. to K. R. fourth (check)
9. K. to K. B. square	9. Q. to K. square (best)
10. K. to K. square	

And wins.

(A)

2.	2. Q. to K. B. fourth (check)
3. K. to Q. Kt. fourth	3. Q. to K. Kt. fifth (check)
4. K. to Q. B. third	4. Q. to K. Kt. second (check)
5. K. to Q. third	5. Q. to K. Kt. third (check)
6. K. to K. second	

And wins.

(B)

6.	6. Q. to Q. Kt. seventh (check)
7. K. to K. square	7. Q. to K. Kt. eighth (check)
8. K. to K. B. second	8. Q. to K. B. fourth (check)
9. K. to K. Kt. second	9. Q. to Q. fourth (check)
10. K. to K. B. square	10. Q. to K. R. eighth (check)
11. Q. to K. Kt. square	11. Q. to K. fifth
12. Q. to K. Kt. eighth (check)	

And wins.

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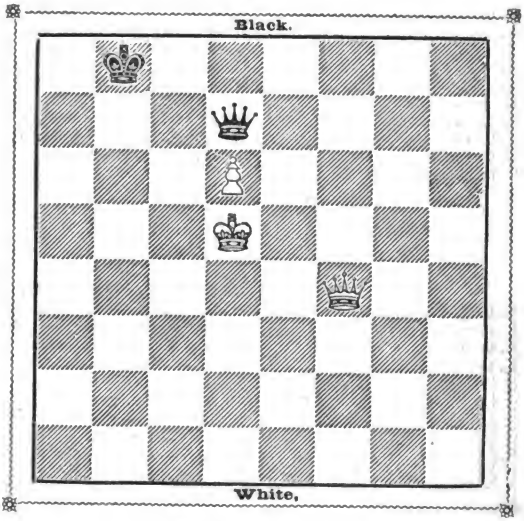
NO. II.



White to move and win.

WHITE.	BLACK.
1. Q. to K. B. eighth (check)	1. K. to Q. Kt. second
2. Q. to K. seventh	2. K. to Q. B. square
3. Q. to K. sixth	3. K. to Q. square
4. Q. to K. Kt. eighth (check)	4. Q. to K. square
5. Q. takes Q. (check)	5. K. takes Q.
6. K. to K. sixth	

And wins.

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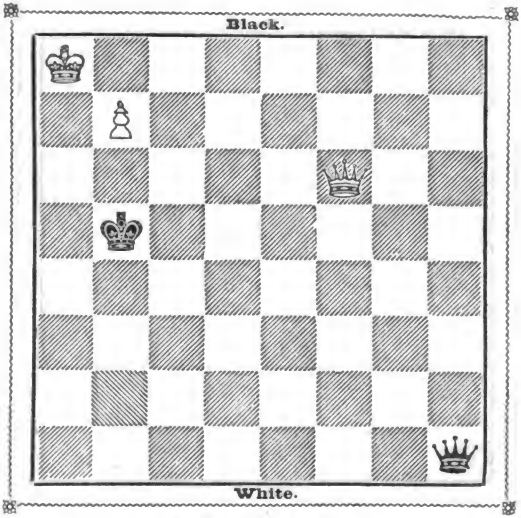
NO. III.



White to move and win.

WHITE.	BLACK.
1. Q. to K. B. fifth (check)	1. K. to Q. R. third (or A, B)
2. Q. to K. Kt. sixth (check)	2. K. to Q. R. fourth (*a*)
3. K. to Q. R. seventh	

And wins.

(A)

1.	1. K. to Q. R. fifth
2. K. to Q. R. seventh	2. Q. to K. Kt. eighth (check)
3. K. to Q. R. sixth	

And wins.

(B)

1.	1. K. to Q. B. fifth
2. Q. to Q. B. second (check)	2. K. to Q. fifth
3. K. to Q. R. seventh	3. Q. to Q. R. eighth (check)
4. K. to Q. Kt. sixth	

And wins.

(*a*) If Black were to play K. to Kt. fourth he would lose.

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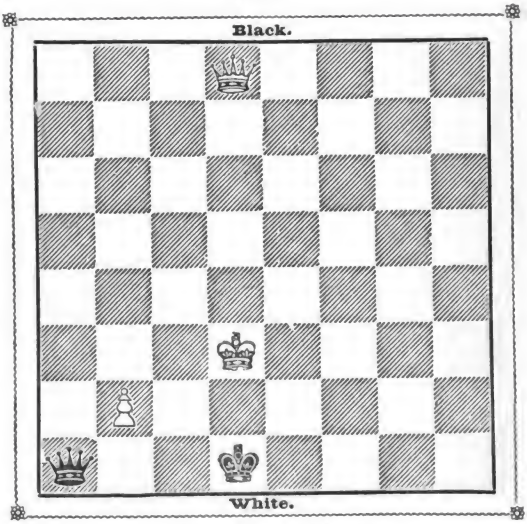
NO. IV.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. fourth	1. K. to Q. B. eighth
2. Q. to Q. B. third (check)	2. K. to Q. Kt. eighth
3. Q. to Q. B. second (check)	3. K. to Q. R. seventh
4. P. to Q. Kt. fourth (dis. check)	4. K. to Q. R. sixth
5. Q. to Q. B. third (check)	5. Q. takes Q. (check)
6. K. takes Q.	

And wins.

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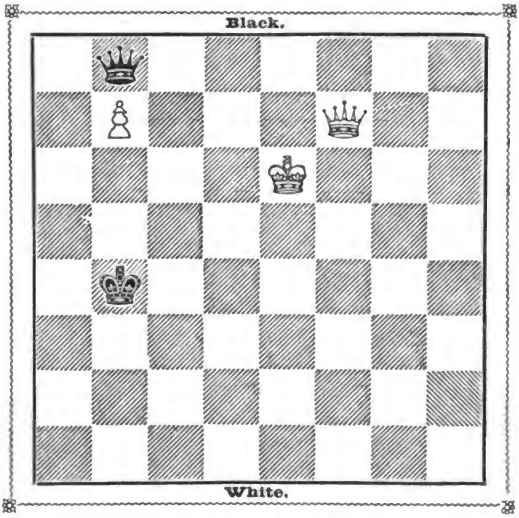
NO. V.



White to move and win.

WHITE.	BLACK.
1. Q. to K. B. sixth	1. K. to Q. B. fifth (or A)
2. Q. to K. Kt. seventh	2. K. to Q. Kt. sixth (or B)
3. K. to Q. fifth	3. Q. to Q. square (check) (best)
4. K. to Q. B. sixth	4. Q. to Q. Kt. square
5. Q. to K. B. seventh (check)	5. K. to Q. Kt. seventh
6. Q. to K. B. second (check)	6. K. to Q. B. eighth
7. Q. to Q. B. fifth (check)	7. K. to Q. Kt. seventh
8. Q. to Q. Kt. sixth (check)	8. K. to Q. B. sixth
9. Q. to Q. B. seventh	

And wins.

(A)

1.	1. Q. to K. square (check)
2. K. to Q. sixth	2. Q. to Q. Kt. square (check)
3. K. to Q. B. sixth	3. Q. to K. square (check)
4. K. to Q. B. seventh	

And wins.

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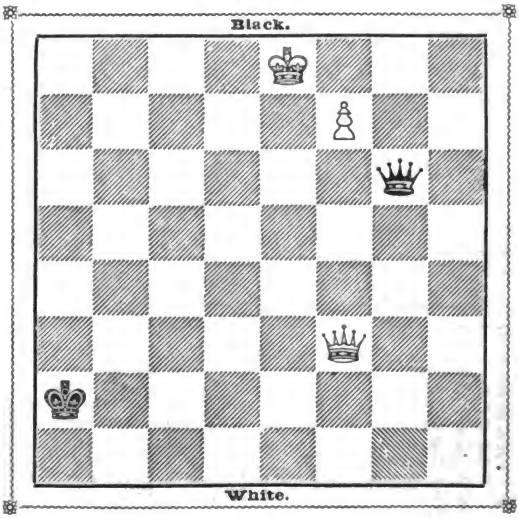
(B)

2.	2. K. to Q. sixth
3. Q. to Q. seventh (check)	3. K. to K. fifth.
4. Q. to Q. B. sixth (check)	

And wins.

NO. VI.



White wins.

WHITE.	BLACK.
1. K. to Q. seventh	1. Q. to K. R. second (or A)
2. K. to Q. B. eighth	2. Q. to Q. B. seventh (check)
3. K. to Q. Kt. seventh	3. Q. to Q. Kt. seventh (check) (or B)
4. K. to Q. R. eighth	

And wins.

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(A)

1.	1. Q. to K. Kt. second
2. K. to Q. B. sixth	2. Q. to K. R. third (check) (or C)
3. K. to Q. Kt. fifth	3. Q. to K. Kt. fourth (check)
4. K. to Q. B. fourth	4. Q. to K. R. fifth (check) (or D)
5. K. to Q. third	5. Q. to Q. square (check)
6. K. to K. second	6. Q. to K. second (check)
7. K. to K. B. square	7. Q. to K. B. square
8. Q. to K. second (check)	8. K. to Q. Kt. sixth
9. Q. to K. eighth	

And wins.

(B)

3.	3. Q. to K. R. second
4. K. to Q. R. eighth	

And wins.

(C)

2.	2. Q. to K. B. square
3. K. to Q. Kt. fifth	3. Q. to Q. Kt. square (check) (best)
4. K. to Q. B. fourth	4. Q. to Q. B. square (check)
5. K. to Q. third	5. Q. to Q. R. third (check)
6. K. to Q. second	6. Q. to Q. R. fourth (check)
7. K. to K. second	7. Q. to Q. Kt. fourth (check)
8. K. to K. B. second	8. Q. to Q. Kt. third (check)
9. K. to K. Kt. second	9. Q. to K. Kt. third (check)
10. K. to K. R. second	10. Q. to Q. third (check)
11. K. to K. Kt. square	11. Q. to K. B. square
12. K. to K. B. square	12. K. to Q. R. eighth (best)
13. Q. to K. B. sixth (check)	13. K. to Q. Kt. eighth
14. Q. to K. Kt. sixth (check)	14. K. to Q. R. seventh
15. Q. to K. Kt. eighth	

And wins.

(D)

4.	4. Q. to Q. B. eighth (check)
5. K. to Q. third	5. Q. to Q. R. sixth (check)
6. K. to K. second	6. Q. to K. B. square
7. K. to K. B. square	

And wins.

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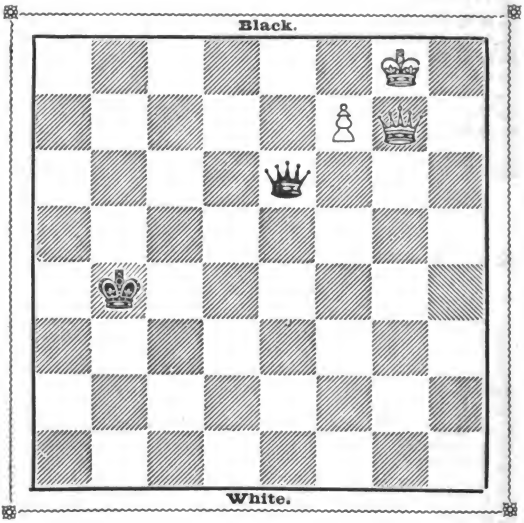
NO. VII.



White wins.

WHITE.	BLACK.
1. Q. to Q. fourth (check)	1. K. to Q. R. sixth (best) (or **A**)
2. K. to K. Kt. seventh	2. Q. to K. second
3. Q. to Q. fifth	3. Q. to Q. R. second (best)
4. Q. to K. B. third (check)	4. K. to Q. Kt. fifth (or B)
5. K. to K. R. sixth	5. Q. to Q. Kt. third (check)
6. K. to K. R. seventh	6. Q. to Q. R. second
7. Q. to K. Kt. fourth (check)	7. K. moves
8. Q. to K. Kt. seventh	

And wins.

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(A)

1.	1. K. to Q. Kt. sixth or fourth, or Q. R. fourth
2. K. to K. Kt. seventh	2. Q. to K. second
3. Q. to Q. fifth (check)	3. K. moves
4. K. to K. Kt. eighth	

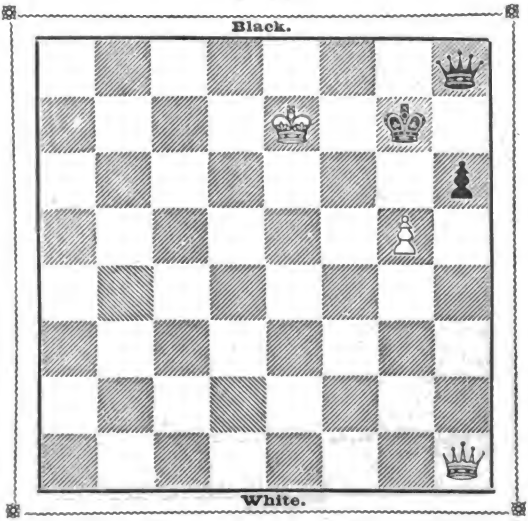
And wins.

(B)

4.	4. K. to Q. R. fifth
5. Q. to Q. square (check)	5. K. to Q. Kt. fourth or fifth
6. Q. to Q. Kt. square (check)	6. K. moves
7. K. to K. Kt. eighth	

And wins.

NO. VIII.



White to move and win.

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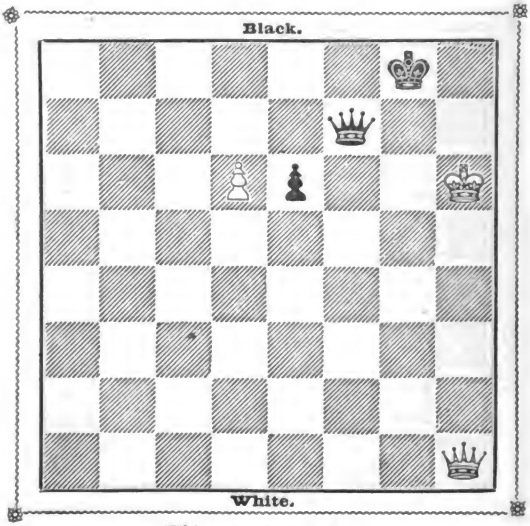
WHITE.	BLACK.
1. Q. to Q. R. square (check)	1. K. to K. Kt. square (best)
2. Q. to Q. R. second (check)	2. K. to K. R. second
3. Q. to Q. B. second (check)	3. K. to K. Kt. second
4. Q. to Q. B. third (check)	4. K. to K. Kt. square
5. Q. to Q. B. fourth (check)	5. K. to K. R. second
6. Q. to K. fourth (check)	6. K. to K. Kt. second
7. Q. to K. fifth (check)	7. K. to K. Kt. square
8. Q. to K. sixth (check)	8. K. to K. R. second
9. Q. to K. B. fifth (check)	9. K. moves
10. Q. mates	

NO. IX.



White to move and win.

Digitized by Google

WHITE.	BLACK
1. Q. to K. Kt. second (check)	1. K. to K. B. square (best)
2. Q. to Q. R. eighth (check)	2. Q. to K. square
3. Q. to Q. Kt. seventh	3. Q. to Q. square (or A)
4. K. to K. Kt. sixth	4. Q. to K. square (check)
5. K. to K. B. sixth	5. Q. to Q. square (check)
6. K. takes P.	6. Q. to K. square (check)
7. Q. to K. seventh (check)	7. Q. takes Q. (check)
8. P. takes Q. (check)	8. K. to K. square
9. K. to Q. sixth	

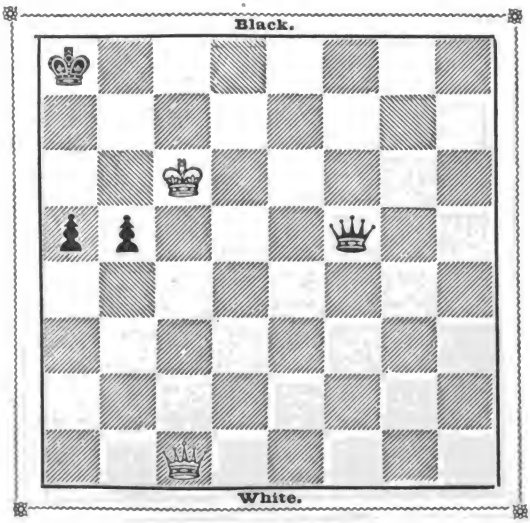
And wins.

(A)

3..	3. Q. to K. B. second
4. Q. to Q. B. eighth (check)	4. Q. to K. square
5. P. to Q. seventh	

And wins.

NO. X.



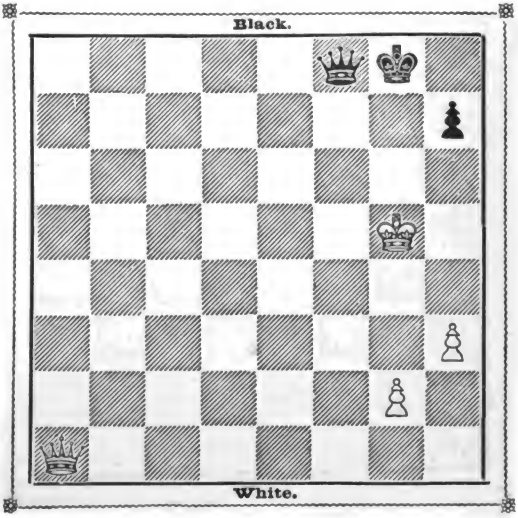
White to move and win.

Digitized by Google

WHITE.	BLACK.
1. Q. to Q. R. square	1. Q. to Q. B. square (check)
2. K. to Q. Kt. sixth (dis. check)	2. K. to Q. Kt. square
3. Q. to K. R. second (check)	3. K. to Q. R. square
4. Q. to K. Kt. second (check)	4. K. to Q. Kt. square
5. Q. to K. Kt. third (check)	5. K. to Q. R. square
6. Q. to K. B. third (check)	6. K. to Q. Kt. square
7. Q. to K. B. fourth (check)	7. K. to Q. R. square
8. Q. to K. fourth (check)	8. K. to Q. Kt. square
9. Q. to K. seventh	

And wins.

NO. XI.



White wins

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WHITE.	BLACK.
1. Q. to Q. R. second (check)	1. K. moves
2. Q. to Q. Kt. second (check)	2. ,,
3. Q. to Q. Kt. third (check)	3. ,,
4. Q. to Q. B. third (check)	4. ,,
5. Q. to Q. B. fourth (check)	5. ,,
6. Q. to Q. fourth (check)	6. ,,
7. Q. to Q. fifth (check)	7. ,,
8. Q. to K. fifth (check)	8. ,,
9. Q. to K. sixth (check)	9. ,,
10. Q. to K. B. sixth (check) (*a*)	10. Q. takes Q. (best) (check)
11. K. takes Q.	11. K. to K. Kt. square
12. K. to K. Kt. fifth	12. K. to K. Kt. second
13. P. to K. R. fourth	13. K. to K. Kt. square (or A)
14. K. to K. R. sixth	14. K. to K. R. square
15. P. to K. Kt. third	

And wins.

(A)

13.	13. K. to K. R. square
14. K. to K. R. sixth	14. K. to K. Kt. square
15. P. to K. Kt. fourth	

And wins.

(*a*) The only move of winning is to force the exchange of Queens.

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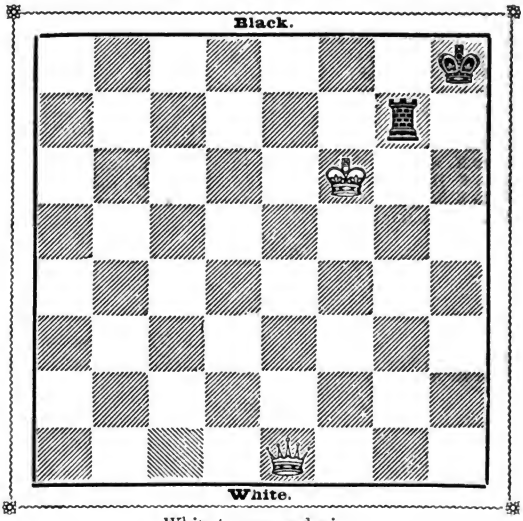
QUEEN AGAINST ROOK, WITH AND WITHOUT PAWNS.

NO. I.



White to move and win.

WHITE.	BLACK
1. Q. to K. R. square (check)	1. K. to K. Kt. square
2. Q. to K. R. fifth	2. R. to Q. B. second (or A, B. C)
3. Q. to Q. fifth (check)	3. K. to K. R. second
4. Q. to Q. third (check)	4. K. to K. Kt. square
5. Q. to Q. eighth	

And wins.

(A)

2.	2. R. to Q. R. second
3. Q. to K. Kt. fourth (check)	3. K. to K. R. square
4. Q. to K. R. fourth (check)	4. K. to K. Kt. square
5. Q. to K. Kt. third (check)	5. K. to K. R. second
6. Q. to K. R. second (check)	6. K. to K. Kt. square
7. Q. to Q. Kt. eighth (check)	

And wins.

Digitized by Google

(B)

2.	2. R. to K. Kt. sixth
3. Q. to K. eighth (check)	3. K. to K. R. second
4. Q. to K. fourth (check)	4. K. to K. Kt. square
5. Q. to Q. B. fourth (check)	5. K. to K. R. square
6. Q. to K. R. fourth (check)	

And wins.

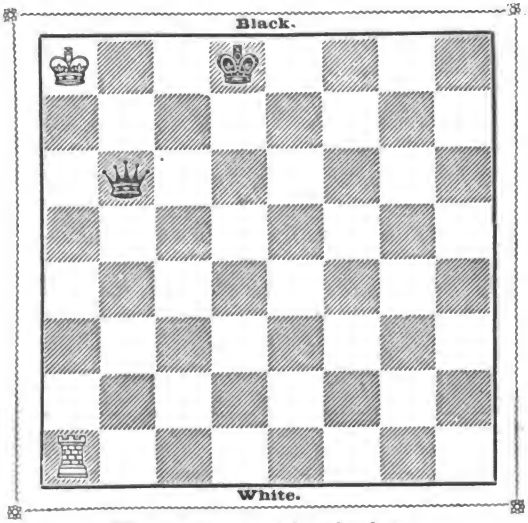
(C)

2.	2. R. to K. Kt. eighth
3. Q. to K. eighth (check)	3. K. to K. R. second
4. Q. to Q. seventh (check)	4. K. to K. R. square (best)
5. Q. to Q. B. eighth (check)	5. K. to K. R. second
6. Q. to Q. B. seventh (check)	6. K. to K. Kt. square
7. Q. to Q. Kt. eighth (check)	7. K. to K. R. second
8. Q. to K. R. second (check)	

And wins.

King and Queen win against King and Rook, but it has not hitherto been shewn with sufficient clearness how the Rook may be won when separated from the King.

NO. II.



White has the move and can but draw.

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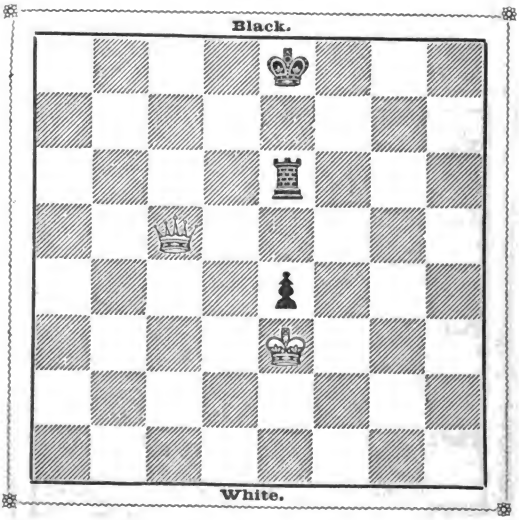
WHITE.	BLACK.
1. R. to Q. square (check)	1. K. to Q. B. square
2. R. to Q. B. square (check)	2. K. to Q. square
3. R. to Q. B. eighth (check)	3. K. to Q. second
4. R. to Q. B. seventh, (check)	4. K. to K. third
5. R. to K. seventh (check)	5. K. to Q. fourth
6. R. to Q. seventh (check)	6. K. to Q. B. fifth
7. R. to Q. B. seventh (check)	

And draws.

An exception to the rule laid down in No. 1.

NO. III.



White to move and win.

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WHITE.	BLACK.
1. Q. to Q. B. seventh	1. K. to K. B. square
2. Q. to Q. seventh	2. R. to K. second
3. Q. to K. B. fifth (check)	3. K. to K. square
4. Q. to K. R. fifth (check)	4. K. to K. B. square (or A, B)
5. Q. to K. Kt. sixth	5. R. to K. square
6. Q. to K. B. sixth (check)	6. K. to K. Kt. square
7. K. to Q. second	7. P. one (check)
8. K. to K. second	

And wins.

(A)

4.	4. K. to Q. square
5. Q. to Q. Kt. fifth	5. R. to K. third
6. Q. to Q. fifth (check)	6. K. to K. second
7. K. to K. B. fourth	7. P. one
8. K. to K. B. fifth	8. R. to K. B. third (check)
9. K. to K. fifth	9. P. one
10. Q. to Q. B. fifth (check)	10. K. to Q. second
11. Q. to Q. fourth (check)	11. K. to K. square
12. Q. to Q. R. fourth (check)	12. K. to Q. square
13. Q. to Q. R. fifth (check)	13. K. to K. second
14. Q. to Q. B. seventh (check)	14. K. to K. square
15. K. takes R.	

And wins.

(B)

4.	4. K. to Q. second
5. Q. to Q. Kt. fifth (check)	5. K. to Q. third
6. Q. to Q. R. sixth (check)	6. K. to Q. second
7. Q. to Q. R. fourth (check)	7. K. to Q. B. second
8. Q. to Q. square	8. R. to K. fourth
9. Q. to Q. second	9. R. to K. third
10. Q. to Q. fourth	10. R. to K. second
11. Q. to Q. fifth	11. R. to K. square
12. Q. to Q. B. fifth (check)	12. K. to Q. second
13. Q. to Q. Kt. fifth (check)	13. K. to Q. square
14. Q. to Q. B. sixth (check)	14. R. to K. second
15. K. to K. B. second	15. P. one (check)
16. K. to K. second	16. R. to K. square
17. Q. to Q. sixth (check)	17. K. to Q. B. square
18. K. to K. B. square	18. P. one (check)
19. K. to K. square	

And wins.

Were Black's Pawn only one or two squares from Queening, White could not win.

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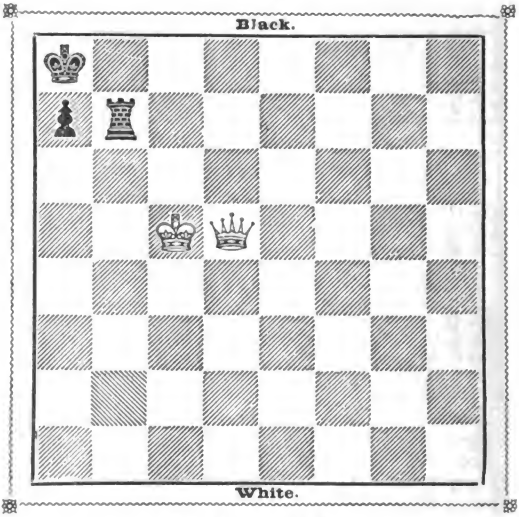
NO. IV.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. B. sixth	1. K. to Q. Kt. square (or A)
2. Q. to Q. eighth (check)	2. K. to Q. B. second
3. Q. to Q. R. eighth	

And wins.

(A)

1.	1. P. two squares
2. Q. to Q. R. sixth (check)	2. K. moves (best)
3. Q. takes P.	

And wins.

These and the following examples add to those given by Philidor, who was the first to give a sound analysis of such positions. A careful study of these examples cannot fail to improve the student, and will exhibit the most systematic modes of winning or drawing with similar forces.

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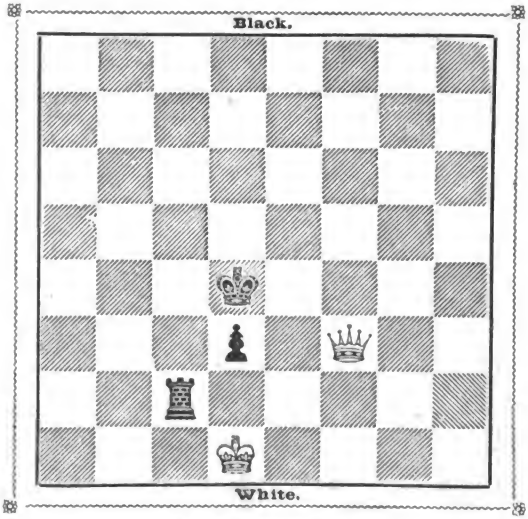
NO. V.



White to move and win.

WHITE.	BLACK.
1. Q. to K. B. fourth (check)	1. K. to Q. fourth
2. Q. to K. third	2. K. to Q. B. fifth
3. Q. to K. fourth (check)	3. K. to Q. B. sixth
4. Q. to Q. fifth	4. R. to Q. seventh (check)
5. K. to K. square	5. R. to K. seventh (check)
6. K. to K. B. square	6. K. to Q. seventh
7. Q. to Q. B. fifth	7. R. to K. fifth
8. K. to K. Kt. second	8. K. to K. seventh
9. Q. to K. B. second (check)	9. K. to Q. eighth
10. Q. to K. B. fifth	10. R. to Q. fifth (or A)
11. K. to K. B. second	11. R. to Q. square
12. K. to K. third	12. K. to Q. B. seventh
13. Q. to Q. B. fifth (check)	13. K. to Q. eighth
14. Q. to Q. R. fifth	

And wins.

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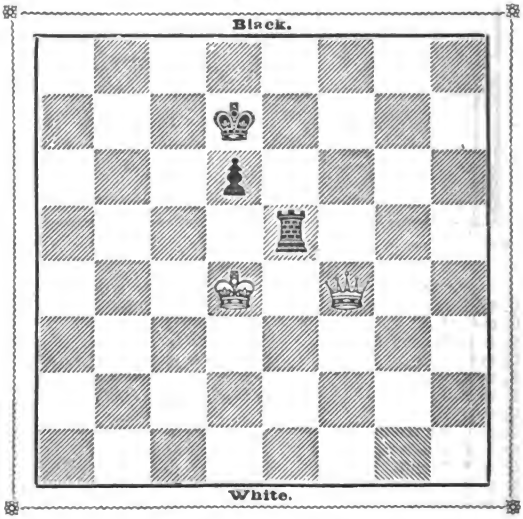
(A)

10.	10. R. to K. seventh (check)
11. K. to K. B. third	11. K. to Q. B. seventh
12. Q. to Q. B. eighth (check)	12. K. to Q. seventh
13. Q. to Q. B. fifth	13. R. to K. eighth
14. Q. to Q. R. fifth (check)	14. K. to Q. eighth
15. Q. to Q. Kt. fourth	15. R. to K. seventh (best)
16. Q. to Q. B. third	16. R. to Q. seventh
17. Q. to Q. B. fourth	

And wins.

NO. VI.



White to move and win.

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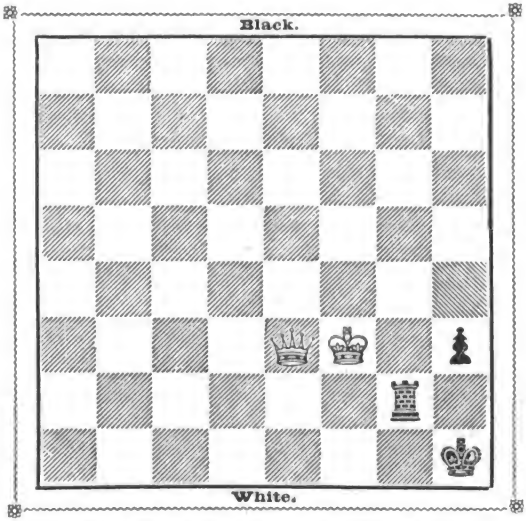
WHITE.	BLACK.
1. Q. to K. B. third	1. K. to Q. B. second
2. Q. to K. Kt. second	2. R. to Q. B. fourth
3. Q. to K. Kt. seventh (check)	3. K. to Q. square
4. Q. to K. B. eighth (check)	4. K. to Q. second
5. Q. to K. B. seventh (check)	5. K. to Q. square
6. Q. to K. sixth	6. K. to Q. B. second
7. Q. to K. seventh (check)	7. K. to Q. B. third
8. Q. to Q. eighth	

And wins.

NO. VII.



White with or without the move can only draw. (*a*)

(*a*) The White King cannot pass the Rook, and consequently the game is drawn.

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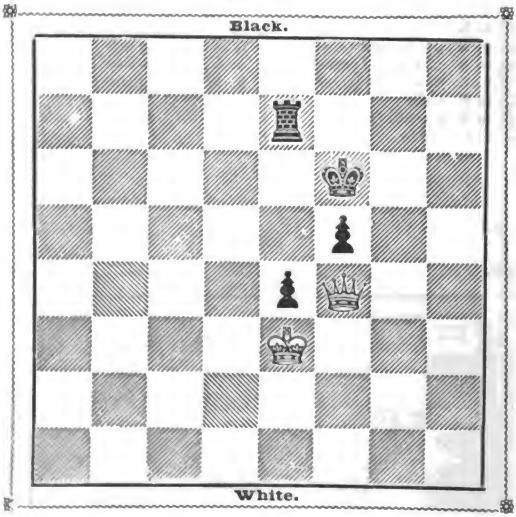
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. Q. to K. R. fourth (check)	1. K. to K. B. second (best)
2. Q. to K. Kt. fifth	2. R. to K. fourth (or A)
3. Q. to K. B. fourth	3. K. to K. third (best)
4. Q. to K. Kt. fifth	4. K. to Q. third
5. Q. to K. B. sixth (check)	5. K. to Q. fourth
6. K. to K. B. fourth	

And wins.

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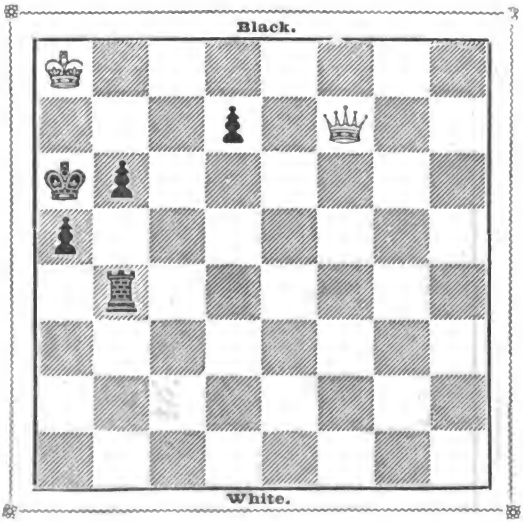
(A)

2.	2. K. to K. third
3. K. to K. B. fourth	3. R. to K. B. second
4. Q. to K. Kt. sixth (check)	4. K. to K. second (best)
5. K. to K. fifth	5. P. to K. sixth
6. Q. to Q. sixth (check)	6. K. to K. square
7. K. to K. sixth	

And wins.

NO. IX.



White to move and win.

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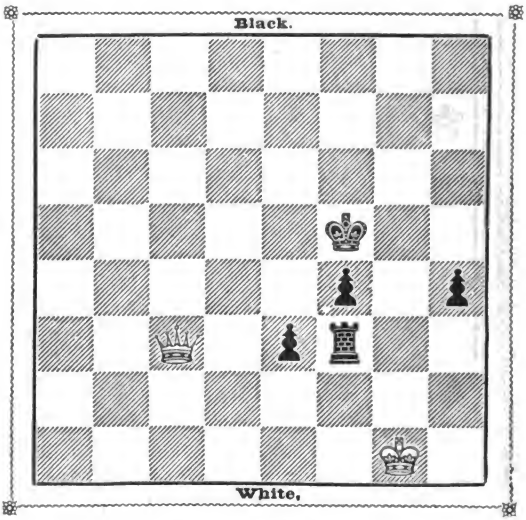
WHITE.	BLACK.
1. Q. to K. B. square (check)	1. R. to Q. Kt. fourth
2. Q. to Q. B. fourth	2. P. to Q. R. fifth
3. Q. takes P. (check)	3. R. to Q. R. fourth
4. Q. to Q. B. fourth (check)	4. R. to Q. Kt. fourth (or A)
5. Q. to Q. third	5. P. one
6. K. to Q. Kt. eighth	6. P. one
7. K. to Q. R. eighth	7. P. one
8. K. to Q. Kt. eighth	8. K. to Q. R. fourth
9. Q. mates	
(A)	
4.	4. P. to Q. Kt. fourth
5. Q. to Q. B. seventh	

And wins.

NO. X.



White to move and win

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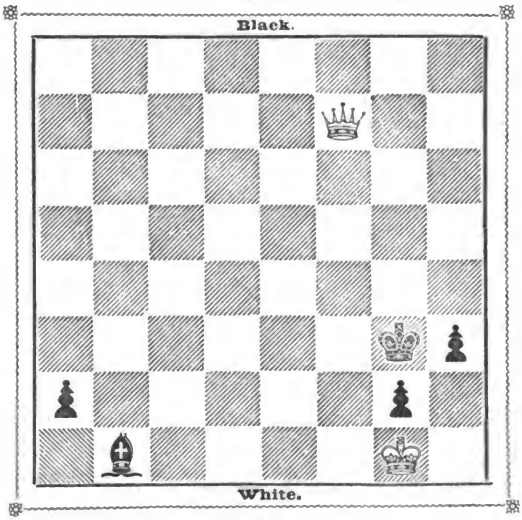
WHITE.	BLACK.
1. Q. to Q. B. eighth (check)	1. K. to K. Kt. fourth (best)
2. Q. to K. Kt. eighth (check)	2. K. to K. R. third
3. Q. to K. sixth (check)	3. K. to K. Kt. fourth
4. Q. to Q. fifth (check)	4. K. to K. Kt. fifth
5. Q. to Q. seventh (check)	5. K. to K. Kt. fourth
6. Q. to Q. Kt. fifth (check)	6. K. to K. Kt. fifth
7. Q. to K. second	7. P. to K. R. sixth
8. K. to K. R. second	

And wins.

QUEEN WITH AND WITHOUT PAWNS, AGAINST MINOR PIECES, WITH AND WITHOUT PAWNS.

NO. I.



White to move and win.

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WHITE.	BLACK.
1. Q. to Q. B. seventh (check)	1. K. to K. Kt. fifth (best)
2. Q. to K. fifth	2. K. to K. B. sixth
3. Q. to Q. fourth	3. K. to K. seventh (or A)
4. Q. to Q. B. third	4. K. to Q. eighth
5. K. to K. B. second	5. B. to K. fifth
6. Q. to Q. Kt. third (check)	6. K. to Q. B. eighth
7. Q. takes Q. R. P.	7. P. to K. R. seventh
8. Q. to Q. B. fourth (check)	8. K. to Q. seventh
9. Q. to Q. fourth (check)	9. K. to Q. B. eighth
10. Q. to Q. B. fifth (check)	10. K. to Q. Kt. eighth
11. Q. to Q. Kt. sixth (check)	11. K. to Q. R. seventh
12. Q. to Q. R. seventh (check)	12. K. to Q. Kt. sixth
13. Q. to Q. Kt. eighth (check)	

And wins

(A)

3.	3. K. to K. Kt. sixth
4. Q. to K. B. second (check)	4. K. to K. Kt. fifth
5. Q. to K. B. sixth	5. K. to K. Kt. sixth (or B)
6. Q. to K. Kt. fifth (check)	6. K. to K. B. sixth
7. Q. to K. fifth	7. K. to K. Kt. fifth
8. K. to K. B. second	

And wins.

(B)

5.	5. K. to K. R. fourth
6. K. to K. B. second	6. B. to K. Kt. third
7. Q. to K. B. third (check)	7. K. to K. Kt. fourth
8. Q. to Q. fifth (check)	

And wins.

Careful manœuvring is required on the part of the White Queen to prevent Q. R. Pawn from Queening, and at the same time to force Black King away from the defence of his other Pawn. If Black remove his Bishop from K. Kt. eighth the important pawn falls an easy sacrifice.

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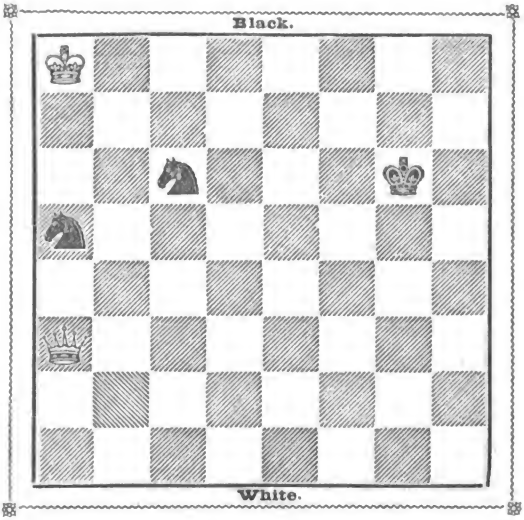
NO. II.



Drawn Game.

WHITE.	BLACK
1. Q. to K. B. eighth	1. Kt. to K. fourth

And Black, by playing properly, will draw the Game.

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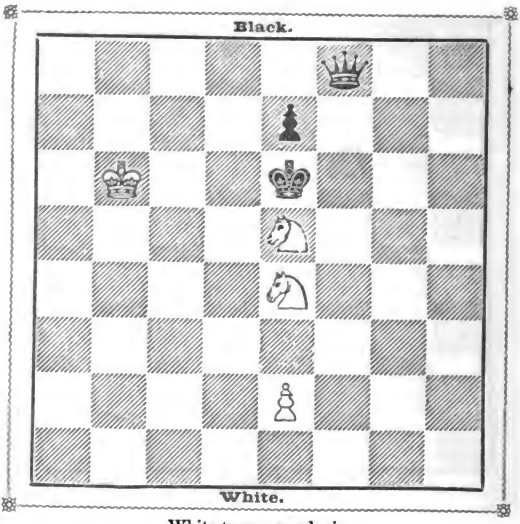
NO. III.



White to move and win

WHITE.	BLACK.
1. Kt. to Q. B. fifth (check)	1. K. to K. B. fourth (or A, B)
2. P. to K. fourth (check)	

And draws.

(A)

1.	1. K. to Q. fourth
2. P. to K. fourth (check)	

And draws.

(B)

1.	1. K. to Q. third
2. Kt. to Q. B. fourth (check)	2. K. to Q. fourth
3. Kt. to K. third (check)	

And draws.

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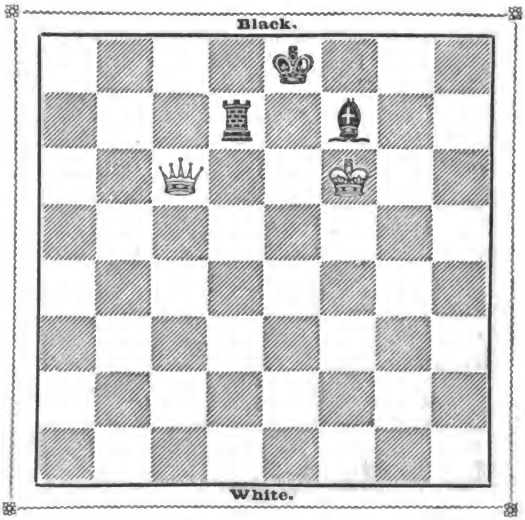
NO. IV.



White to move and win.

WHITE.	BLACK
1. Q. to Q. Kt. fifth	1. B. to Q. fourth (best)
2. Q. to Q. Kt. eighth (check)	2. R. to Q. square
3. Q. to Q. B. seventh	3. R. to Q. second
4. Q. to K. fifth (check)	

And wins.

R. and B. against Q. usually draw, but positions sometimes arise, as in this and the four following examples, in which the Queen possesses the Mating power against those forces, particularly when aided by a Pawn.

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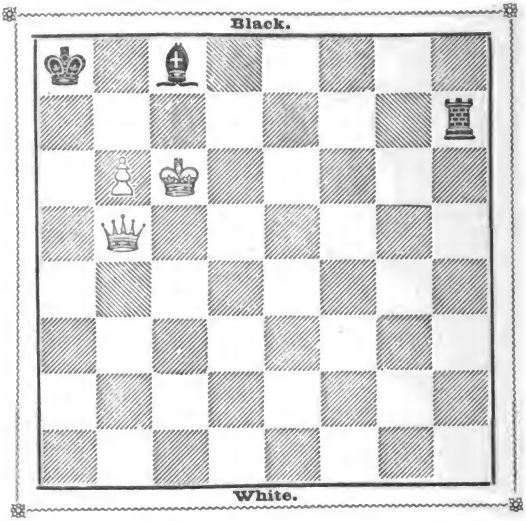
NO. V.



White to move and win.

WHITE.	BLACK
1. Q. to Q. R. fourth (check)	1. K. moves
2. Q. to K. B. fourth (check)	2. K. moves
3. Q. to K. B. eighth	3. K. to Q. Kt. square
4. Q. to Q. sixth (check)	4. K. moves
5. Q. to Q. R. third (check)	5. K. moves
6. Q. to K. Kt. third (check)	6. K. moves
7. Q. to K. Kt. eighth	

And wins.

Had Black the move he could draw, by playing his Rook to Q. second, or Q. Kt. second.

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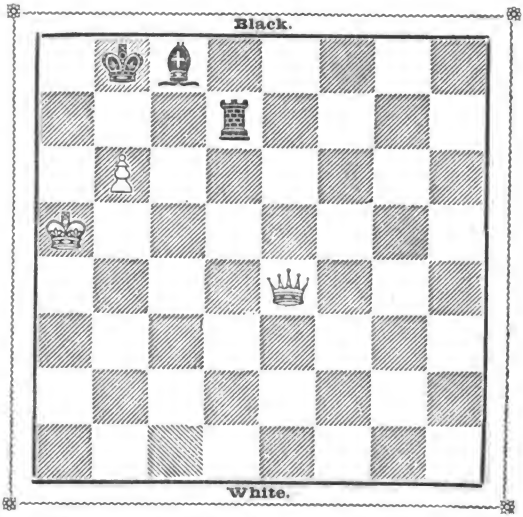
NO. VI.



In this and the following position White cannot win, as the Queen has no play on her Rook's file, and Black would lose if he were to play his Bishop. For example :—

WHITE.	BLACK.
1.	1. B. to Q. Kt. second
2. Q. to K. fifth (check)	2. K. to K. B. square
3. Q. to K. R. eighth (check)	3. R. covers
4. Q. to Q. B. third (check)	

And wins Rook or Bishop.

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(B

3.
4. Q. to K. B. third (check)
5. Q. to K. B. sixth
6. Q. to K. R. fourth

And wins.

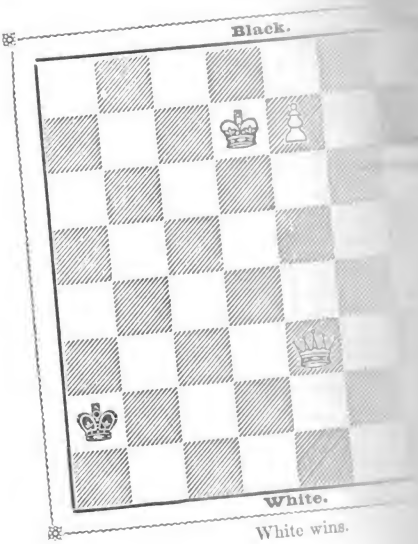
(C)

6.
7. K. to Q. R. square
8. Q. to K. third (check)
9. Q. to Q. fourth (check)
10. Q. to K. R. eighth (check)
11. K. to Kt. seventh (check)

And wins.

QUEENS AND PA

NO. I.



White wins.

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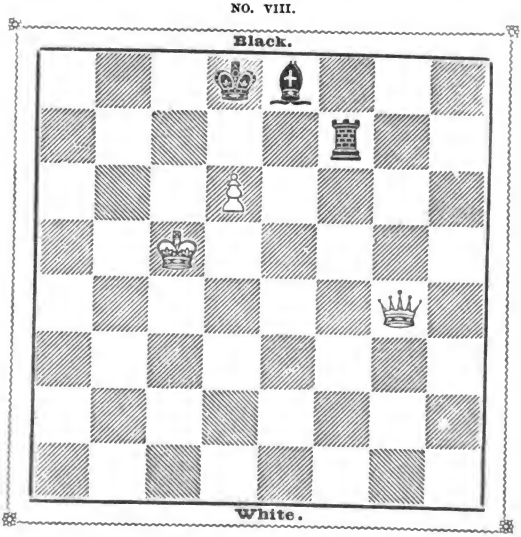
NO. VIII.



White to move and win.

WHITE.	BLACK.
1. Q. to K. fourth	1. R. to Q. R. second (or A, B)
2. K. to K. Kt. sixth	2. R. to K. B. second (best)
3. Q. to Q. R. eighth (check)	3. K. moves
4. Q. to Q. Kt. eighth	

And wins.

(A)

1.	1. K. to Q. second
2. Q. to Q. R. fourth (check)	2. K. to Q. square
3. Q. to Q. R. eighth (check)	3. K. moves
4. K. to Q. Kt. sixth	

And wins.

(B)

1.	1. B. to Q. second
2. Q. to Q. R. eighth (check)	2. B. interposes
3. K. to Q. B. sixth	3. R. to K. B. fourth (or C)
4. Q. to Q. R. seventh	

And wins.

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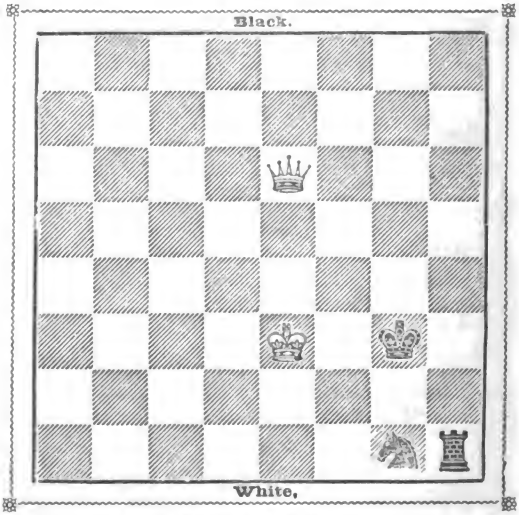
(C)

3.	3. R. to K. R. second (best)
4. Q. to Q. R. fifth (check)	4. K. to K. square
5. Q. to K. fifth (check)	5. K. to K. B. square
6. Q. to K. B. sixth (check)	6. K. to K. square (best)
7. Q. to K. Kt. sixth (check)	7. R. to K. B. second
8. Q. to K. Kt. eighth (check)	8. R. to K. B. square
9. Q. to K. Kt. seventh	9. R. to K. B. second
10. Q. to K. fifth (check)	

And wins.

In this example White wins in consequence of the Queen being enabled to command her Rook's file.

NO. IX.



White to move and win.

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WHITE.	BLACK.
1. Q. to K. Kt. sixth (check)	1. K. to K. R. seventh (*a*)
2. Q. to Q. B. second (check)	2. K. to K. R. sixth (or A)
3. Q. to K. B. second	

And wins.

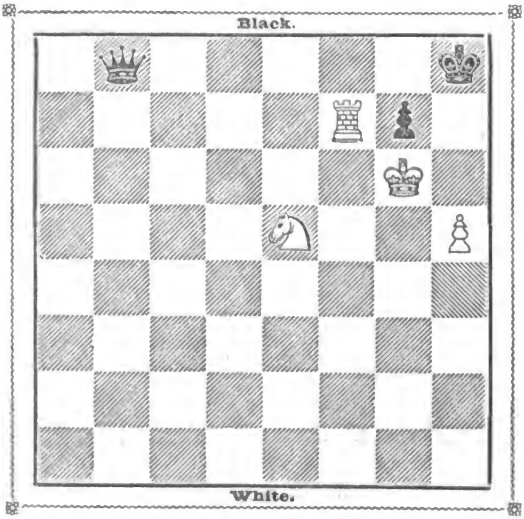
(A)

2.	2. K. to K. Kt. sixth
3. Q. to K. B. second (check)	3. K. to K. R. sixth
4. K. to K. B. fourth	

And wins.

(*a*) Had Black played King to R. sixth, White would have won the Knight in two moves by playing K. to K. B. second.

NO. X.



White to move and draw.

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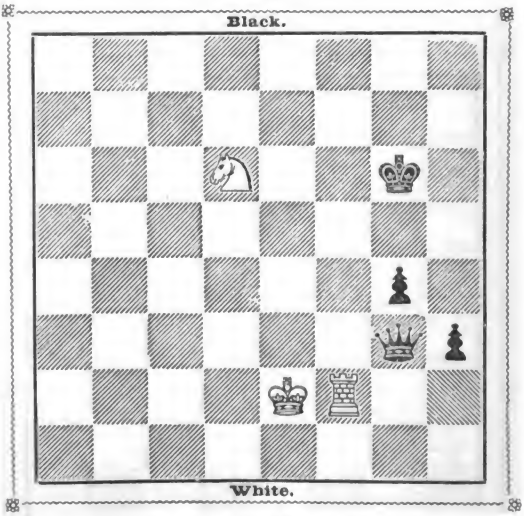
WHITE.	BLACK.
1. R. to K. B. eighth (check)	1. Q. takes R.
2. Kt. to K. B. seventh (check)	2. K. to K. Kt. square
3. Kt. to K. R. sixth (check)	3. P. takes Kt.

And stalemates

NO. XI.



White to move and draw.

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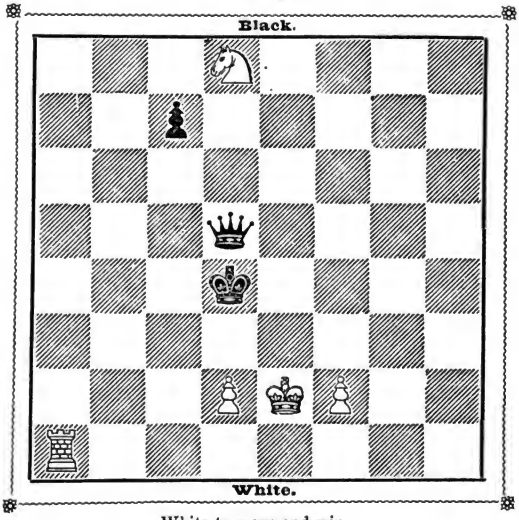
WHITE.	BLACK.
1. R. to K. B. sixth (check)	1. K. to K. R. second
2. R. to K. R. sixth (check)	2. K. to K. Kt. square
3. R. to K. Kt. sixth (check)	3. K. to K. B. square
4. R. to K. B. sixth (check)	

And draws.

This and the next position illustrate the power of the Rook and Kt. to win or draw against superior forces.

NO. XII.



White to move and win.

WHITE.	BLACK
1. R. to Q. R. fourth (check)	1. K. to K. fourth
2. R. to Q. R. fifth	2. P. to Q. B. fourth
3. R. takes P.	3. Q. takes R.
4. P. to Q. fourth(check)	4. Q. takes P.
5. Kt. to Q. B. sixth (check)	

And wins.

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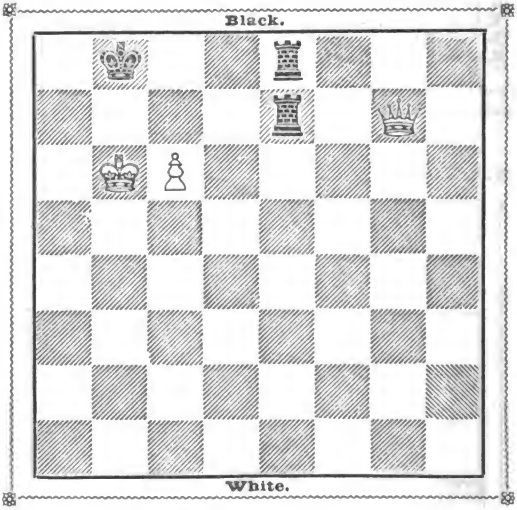
NO. XIII.



White to move and win

WHITE.	BLACK.
1. Q. to K. Kt. fourth	1. R. to K. fourth (or A, B)
2. Q. to Q. seventh	

And wins.

(A)

1.	1. R. to K. third (best)
2. Q. to K. Kt. third (check)	2. R. to K. fourth
3. Q. to K. B. fourth	3. K. to Q. B. square (or C)
4. Q. to Q. R. fourth	

And wins.

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(B)

1.	1. R. to K. B. second
2. Q. to Q. B. fourth	2. R. at K. square to K. second
3. Q. to Q. fifth	3. K. to Q. B. square
4. Q. to Q. R. second	4. R. to Q. R. second
5. Q. to K. Kt. second	

And wins.

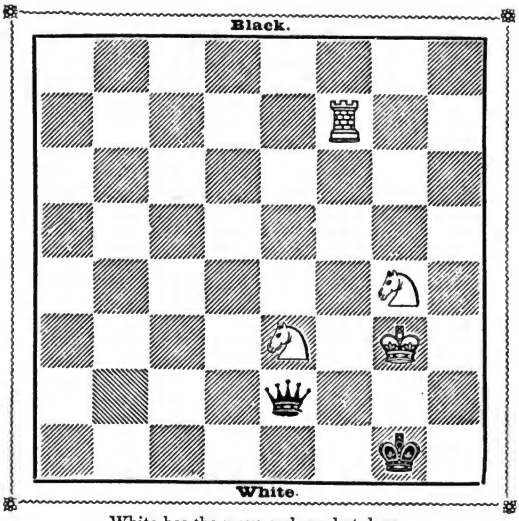
(C)

3.	3. R. to K. second
4. Q. to K. B. eighth (check)	4. R. interposes
5. Q. to Q. sixth (check)	5. K. to Q. R. square
6. Q. to Q. R. third (check)	

And wins.

Q. against two Rooks can only draw, but the Q. with the addition of a Pawn usually wins against those forces.

NO. XIV.



White has the move and can but draw.

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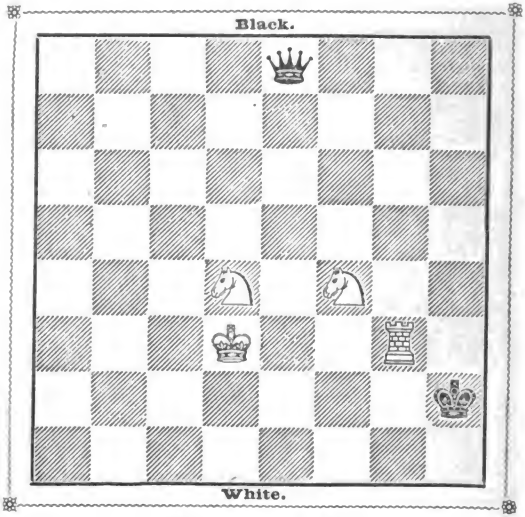
WHITE.	BLACK.
1. R. to K. B. eighth	1. Q. to K. eighth (check)
2. K. to K. B. third	2. Q. to Q. R. eighth
3. R. to K. Kt. eighth	3. Q. to Q. R. seventh
4. R. to K. Kt. fifth	4. Q. to Q. R. square (check)
5. K. to K. Kt. third	5. Q. to Q. Kt. square (check)
6. Kt. to K. fifth	6. Q. to Q. B. second
7. K. to K. R. third (check)	7. K. to K. R. eighth
8. Kt. at K. fifth to K. Kt. fourth	8. Q. to K. R. seventh (check)

And draws.

The Queen, with few exceptions, draws against Rook and two Knights.

NO. XV.



White to move and win.

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WHITE.	BLACK.
1. Kt. at K. B. fourth to K. second	1. Q. to Q. second
2. K. to K. third	2. Q. to Q. R. second
3. K. to K. B. second	3. Q. to Q. Kt. third (or A)
4. R. to K. Kt. fifth	

And wins.

(A)

3.	3. Q. to Q. B. fourth
4. R. to K. Kt. fourth	4. K. to K. R. sixth (best)
5. R. to K. B. fourth	5. Q. to K. R. fourth (or B)
6. Kt. to K. Kt. square (check)	6. K. to K. R. seventh
7. Kt. to K. B. fifth	7. Q. to K. R. square
8. Kt. to K. B. third (check)	8. K. to K. R. sixth
9. Kt. to K. Kt. fifth (check)	9. K. to K. R. seventh
10. R. to Q. Kt. fourth	10. Q. to K. R. fourth
11. Kt. to K. B. third (check)	11. K. to K. R. sixth
12. R. to Q. Kt. square	

And wins.

(B)

5.	5. Q. to K. second
6. Kt. to K. Kt. square (check)	6. K. to K. R. seventh
7. Kt. at Q. fourth to K. B. third (check)	7. K. to K. R. eighth
8. Kt. to K. second	8. Q. to Q. R. second (check)
9. Kt. at K. B. third to Q. fourth	9. Q. to K. second (best)
10 Kt. to K. Kt. third (check)	10. K. to K. R. seventh
11. Kt. at K. Kt. third to K. B. fifth	11. Q. to Q. square or K. R. second
12. R. to K. Kt. fourth	

And wins.

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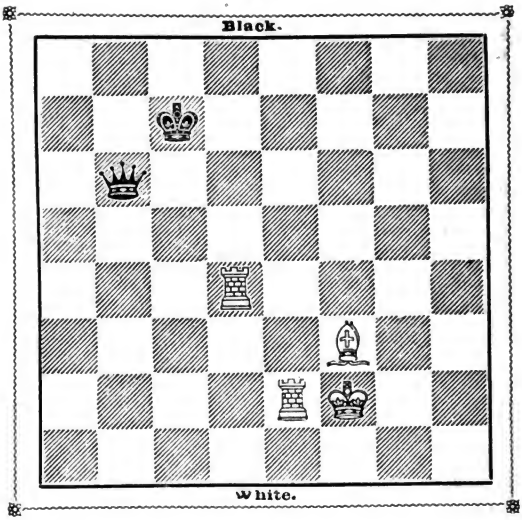
NO. XVI.



White wins.

WHITE.	BLACK.
1. R. to Q. B. second (check)	1. K. to Q. Kt. square
2. R. to Q. B. fourth	2. Q. to Q. Kt. seventh (check) (or A, B)
3. K. to K. Kt. third	

And wins Rook for Queen.

(A)

2.	1. Q. to Q. R. second
3. K. to K. B. square	

And wins

Digitized by Google

(B)

2.	2. Q. to K. B. third (best)
3. R. to Q. Kt. fourth (check)	3. K. to Q. B. square
4. R. on Q. fourth to Q. B. fourth (check)	4. K. to Q. square
5. R. to Q. Kt. eighth (check)	5. K. to Q. second
6. R. to Q. Kt. seventh (check)	6. K. to Q. square
7. R. to Q. R. fourth	

And wins.

Two Rooks and Knight or two Rooks and Bishop, except in few instances, win against the Queen

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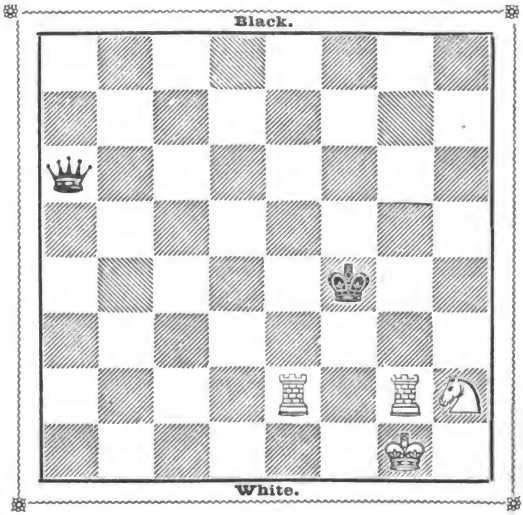
NO. XVII.



White to move and win.

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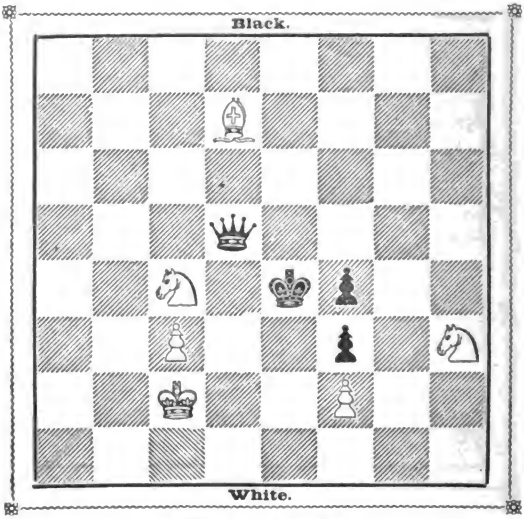
WHITE.	BLACK
1. Kt. to K. B. square	1. Q. to Q. Kt. third (check)
2. R. to K. third	2. Q. to Q. R. second
3. R. to K. B. second (check)	3. K. to K. Kt. fifth
4. R. to K. Kt. third (check)	4. K. to K. R. fifth
5. K. to K. Kt. second	5. Q. to Q. B. fourth
6. R. to K. B. fourth (check)	6. K. to K. R. fourth
7. K. to K. R. square	7. Q. to Q. fourth (check)
8. R. to K. Kt.. second	8. Q. to Q. R. square
9. R. to K. B. seventh	9. K. to K. R. third
10. R. to K. B. fifth	10. Q. to Q. B. third
11. R. to K. B. fourth	11. K. to K. R. fourth
12. R. to K. B. eighth	

And wins.

NO. XVIII.



White to move and win.

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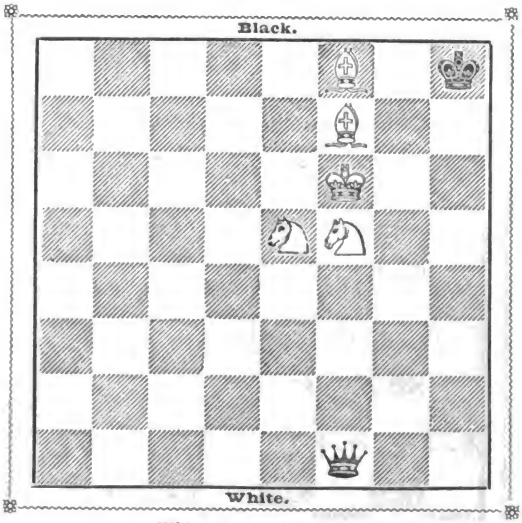
WHITE.	BLACK.
1. Kt. to K. Kt. fifth (check)	1. Q. takes Kt.
2. Kt. to Q. second (check)	2. K. to Q. fourth (best)
3. P. to Q. B. fourth (check)	

And wins.

NO. XIX.



White to move and win.

WHITE.	BLACK.
1. B. to Q. B. fifth	1. K. to K. R. second (or A)
2. Kt. to Q. seventh	2. Q. to Q. R. eighth (check)
3. B. to Q. fourth	3. Q. to Q. R. third (check)
4. B. to K. sixth	4. Q. to Q. R. square
5. K. to K. B. seventh	5. Q. to K. Kt. square (check) (or B)
6. K. to K. seventh	6. Q. to K. B. second (check)
7. K. to Q. sixth	

And wins.

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(A)

1.	1. Q. to Q. R. eighth (check)
2. B. to Q. fourth	2. Q. to Q. R. third (check)
3. B. to K. sixth	3. K. to K. R. second
4. Kt to Q. seventh	4. Q. to Q. R. square (best)
5. K. to K. B. seventh	

And wins.

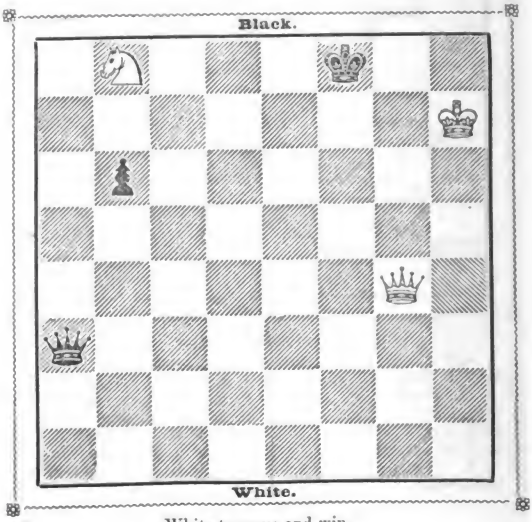
(B)

5.	6. Q. to Q. Kt. second (best)
6. B. to K. third	6. K. to K. R. square
7. B. to K. B. fourth	7. K. to K. R. second
8. Kt. to K. R. fourth	

And wins.

The four minor pieces generally win against the Queen.

NO. XX.



White to move and win.

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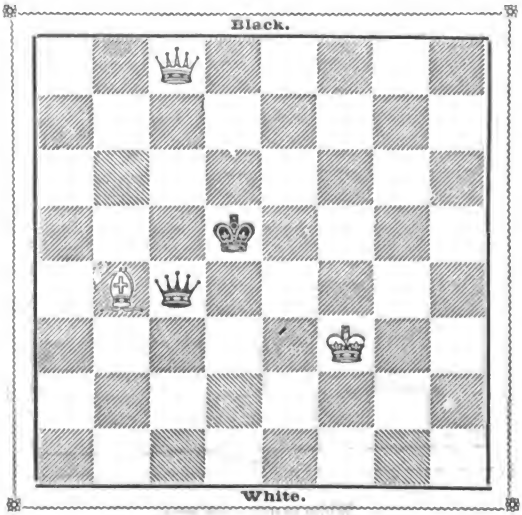
WHITE.	BLACK.
1. Q. to K. Kt. eighth (check)	1. K. to his second
2. Kt. to Q. B. sixth (check)	2. K. to Q. second
3. Kt. to K. fifth (check)	3. K. to Q. B. second
4. Q. to K. B. seventh (check)	4. K. to Q. Kt. square
5. Q. to K. eighth (check)	5. K. to Q. R. second
6. Q. to Q. seventh (check)	6. K. to Q. R. third (best)
7. Q. to Q. B. eighth (check)	7. K. to Q. Kt. fourth
8. Q. to Q. B. fourth (check)	8. K. to Q. R. fourth
9. Kt. to Q. B. sixth (check)	

And Mates.

QUEEN AND VARIOUS FORCES AGAINST THE SAME.

NO. I.



White to move and win.

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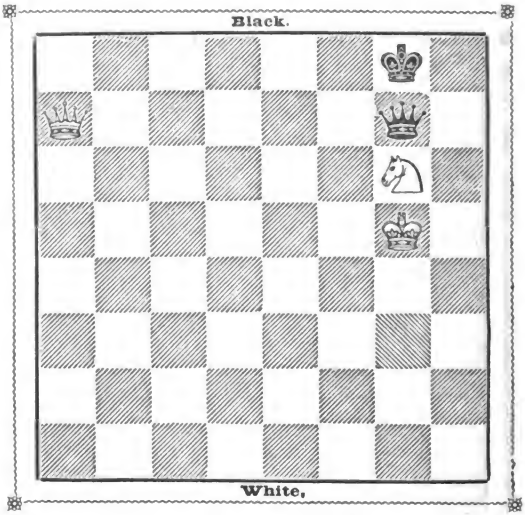
WHITE.	BLACK.
1. Q. to K. Kt. eighth (check)	1. K. to Q. fifth
2. Q. to K. Kt. seventh (check)	2. K. to Q. fourth (best)
3. Q. to K. B. seventh (check)	3. K. to Q. fifth
4. Q. to K. B. fourth (check)	

And wins.

NO. II.



White to move and draw.

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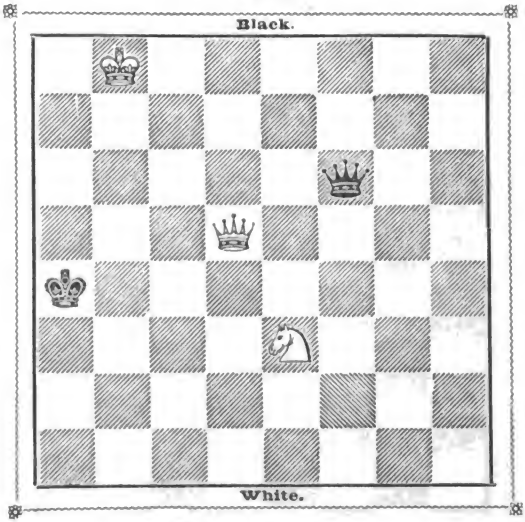
WHITE.	BLACK.
1. Q. to Q. R. eighth (check)	1. K. to K. R. second (best)
2. Q. to K. R. square (check)	2. K. to K. Kt. square
3. Q. to K. R. third	3. K. to K. B. second (best)
4. Q. to Q. Kt. third (check)	4. K. to K. square
5. Q. to Q. fifth	5. Q. to K. R. third (check)
6. K. to K. B. sixth	6. Q. to K. Kt. second (check)

And draws.

NO. III.



White to move and win

WHITE.	BLACK.
1. Q. to Q. R. second (check)	1. K. to Q. Kt. fourth
2. Q. to Q. Kt. third (check)	2. K. to Q. B. third (or A)
3. Q. to Q. B. fourth (check)	3. K. to Q. second
4. Q. to Q. B. eighth (check)	4. K. to Q. third
5. Q. to Q. R. sixth	

And wins.

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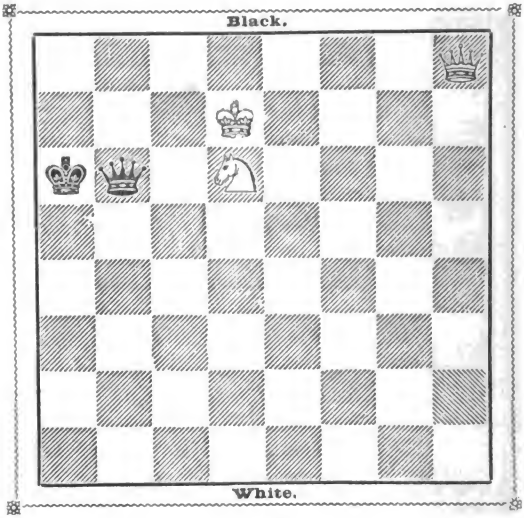
(A)

2.	2. K to Q. B. fourth
3. Q. to Q. B. fourth (check)	3. K. to Q. third
4. Q. to Q. R. sixth (check)	

And wins.

NO. IV.



White to move and win.

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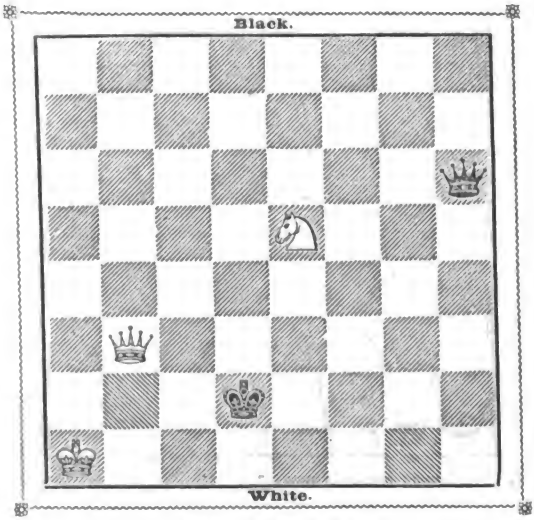
WHITE.	BLACK
1. Q. to Q. R. square (check)	1. Q. to Q. R. fourth
2. Q. to K. B. square (check)	2. K. to Q. R. second (best)
3. Q. to K. B. second (check)	3. K. to Q. R. third (best)
4. Q. to K. second (check)	4. K. to Q. R. second
5. Q. to K. third (check)	5. K. to Q. R. third
6. Q. to Q. third (check)	6. K. to Q. R. second
7. Q. to Q. fourth (check)	7. K. to Q. R. third
8. Q. to Q. B. fourth (check)	8. K. to Q. R. second
9. Kt. to Q. Kt. fifth (check)	9. K. to Q. R. third (best)
10. Q. to Q. B. sixth (check)	10. Q to Q. Kt. third
11. Kt. to Q B. seventh (check)	11. K. to Q. R. fourth (best)
12. Q. to Q. R. eighth (check)	12. K. to Q. Kt. fifth
13. Kt. to Q. fifth (check)	

And wins Queen.

NO. V.



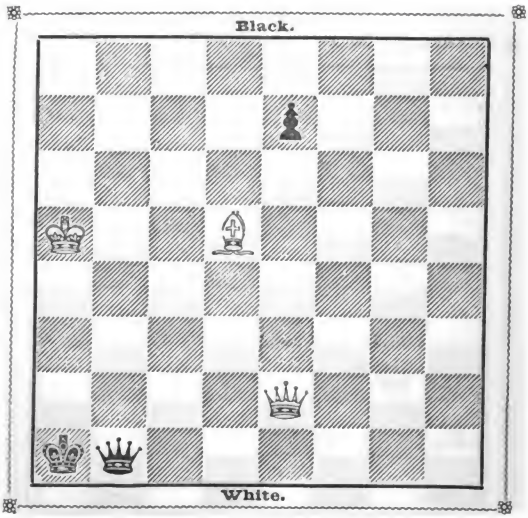
White to move and win.

Digitized by Google

WHITE.	BLACK
1. Kt. to K. B. third (check)	1. K. to K. seventh
2. Kt. to Q. fourth (check)	2. K. to K. eighth
3. Q. to Q. B. third (check)	3. K. to K. B. eighth
4. Q. to K B. third (check)	4. K. to K. Kt. eighth
5. Kt. to K. second (check)	5. K. to K. R. seventh
6. Q. to K. Kt. third (check)	6. K. to K. R. eighth
7. Q. to K. Kt. square	

Mate.

NO. VI.



White to move and win.

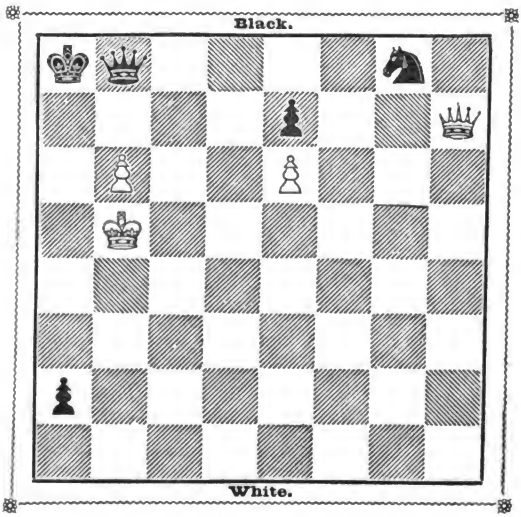
Digitized by Google

WHITE.	BLACK.
1. K. to Q. R. sixth	1. Q. to K. Kt. third (check)
2. K. to Q. R. seventh	2. Q. to K. Kt. eighth (check)
3. K. to Q. R. eighth	3. Q. to Q. Kt. eighth
4. Q. to K. fifth (check)	4. Q. to Q. Kt. seventh
5. Q. to K. square (check)	5. Q. to Q. Kt. eighth
6. Q. to Q. B. third (check)	6. Q. to Q. Kt. seventh
7. Q. to Q. R. fifth (check)	7. K. to Q. Kt. eighth
8. B. to K. fourth (check)	8. K. to Q. B. eighth
9. Q. to K. square	

Checkmate.

Were Black without a Pawn the game would be drawn.

NO. VII.



White to move and win.

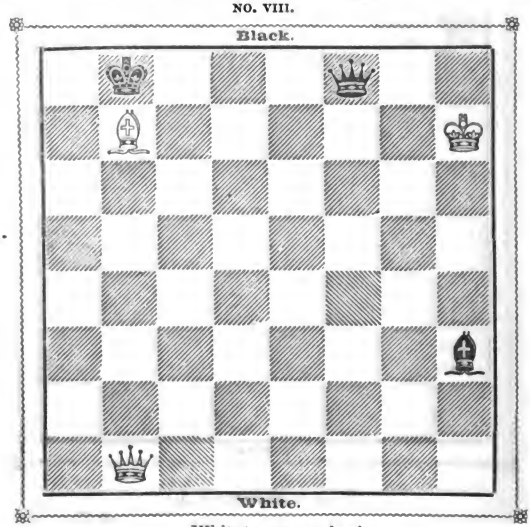
Digitized by Google

WHITE.	BLACK.
1. Q. to K. fourth (check)	1. Q. to Q. Kt. second
2. Q. to Q. R. fourth (check)	2. K. moves
3. Q. to K. B. fourth (check)	3. K. to Q. R. square
4. Q. to K. B. eighth (check)	4. Q. to Q. Kt. square
5. Q. to K. B. third (check)	5. Q. to Q. Kt. second
6. Q. to Q. R. third (check)	6. K. to Q. Kt. square
7. Q. to K. Kt. third (check)	7. K. to Q. R. square
8. Q. takes Kt. (check)	8. Q. to K. Kt. square
9. Q. to K. Kt. second (check)	9. Q. to K. Kt. second
10. Q. takes R. P. (check)	10. K. to Q. Kt. square
11. Q. to K. R. second (check)	11. K. to Q. R. square
12. Q. to K. R. eighth (check)	12. Q. to Q. Kt. square
13 Q. to Q. R. square (check)	13. K. to Q. Kt. second
14. Q. to Q. R. sixth, mates	

Checkmate.

The moves of the Queen are in the finest style of play; and a single false check would lead to a drawn, or perhaps lost, game.

NO. VIII.



White to move and win.

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WHITE.	BLACK.
1. B. to K. B. third (dis. check)	1. K. to Q. B. second
2. Q. to Q. Kt. seventh (check)	2. K. to Q. square (best)
3. Q. to Q. Kt. eighth (check)	3. B. to Q. B. square (best)
4. Q. to Q. Kt. sixth (check)	4. K. to K. square (best)
5. B. to K. R. fifth (check)	5. K. to Q. second (best)
6. B. to K. Kt. fifth (check)	6. K. to K. square
7. Q. to Q. B. sixth (check)	7. K. to K. second (or A)
8. Q. to Q. B. fifth (check)	

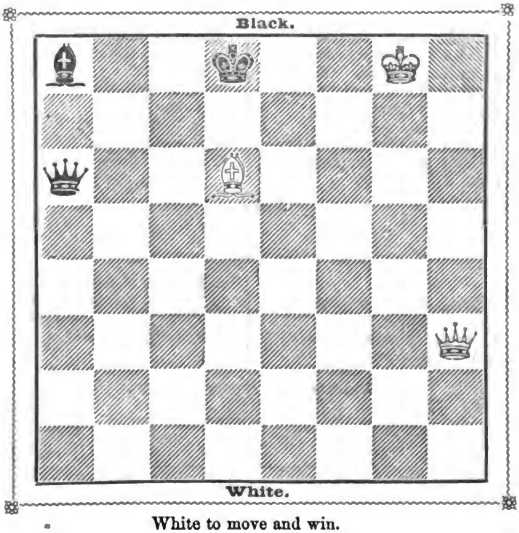
And wins Queen.

(A)

7.	7. K. to Q. square
8. Q. takes B. (check)	8. K. to K. second

And White Mates in two moves.

NO. IX.



White to move and win.

Digitized by Google

WHITE.	BLACK.
1. Q. to K. R. fourth (check)	1. K. to Q. B. square (or A)
2 Q. to K. Kt. fourth (check)	2. K. to Q. square (best)
3. Q. to K. Kt. fifth (check)	3. K. to Q. B. square
4. Q. to K. B. fifth (check)	4. K. to Q. square
5. Q. to K. B. eighth (check)	5. K. to Q. second
6. Q. to K. Kt. seventh (check)	6. K. to Q. B. third
7. Q. to Q. B. third (check)	7. K. to Q. fourth
8. Q. to K. fifth (check)	8. K. to Q. B. third
9. Q. to Q. B. fifth (check)	9. K. to Q. second
10. Q. to Q. B. seventh (check)	10. K. to K. third
11. Q. to K. B. seventh (check)	

And wins Queen.

(A)

1.	1. K. to Q. second
2. Q. to K. Kt. fourth (check)	2. K. to Q. B. third
3. Q. to K. Kt. second (check)	3. K. to Q. Kt. third (best)
4. Q. to K. Kt. square (check)	4. K. to Q. Kt. second (or B) (*a*)
5. Q. to K. Kt. seventh (check)	5. K. to Q. B. third
6. Q. to Q. B. third (check)	6. K. to Q. fourth
7. Q. to K. fifth (check)	7. K. to Q. B. third
8. Q. to Q. B. fifth (check)	8. K. to Q. second
9. Q. to Q. B. seventh (check)	9. K. to K. third
10. Q. to K. B. seventh	

And wins.

(B)

4.	4. K. to Q. R. fourth
5. Q. to Q. R. square (check)	5. K. to Q. Kt. third (best)
6. Q. to Q. fourth (check)	6. K. to Q. Kt. second (best)
7. Q. to K. Kt. seventh (check)	7. K. to Q. B. third
8. Q. to Q. B. third (check)	

And wins as in former variation.

(*a*) If K. plays to Q. Kt. fourth, Mate follows in two moves.

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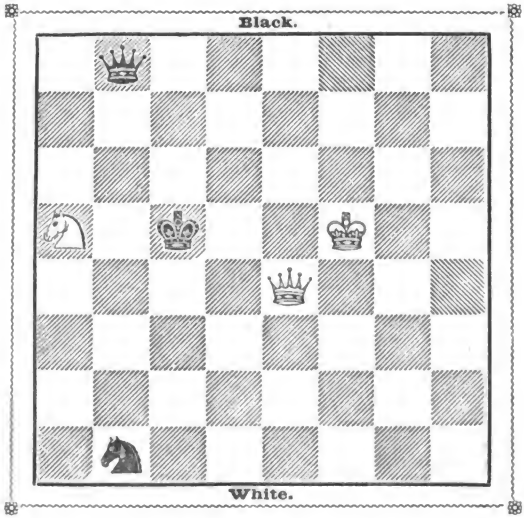
NO. X.



White to move and win.

WHITE.	BLACK
1. Q. to Q. B. second (check)	1. K. to Q. Kt. third (best)
2. Q. to Q. Kt. second (check)	2. K. to Q. B. second
3. Q. to K. fifth (check)	3. K. to Q. B. square
4. Q. to K. eighth (check)	4. K. to Q. B. second
5. Q. to Q. B. sixth (check)	5. K. to Q. square
6. Kt. to Q. Kt. seventh (check)	6. K. to K. second
7. Q. to K. B. sixth (check)	7. K. to Q. second (best)
8. Kt. to Q. B. fifth (check)	8. K. to Q. B. square
9. Q. to K. B. eighth (check)	8. K. to Q. B. second
10. Kt. to Q. R. sixth (check)	

And wins.

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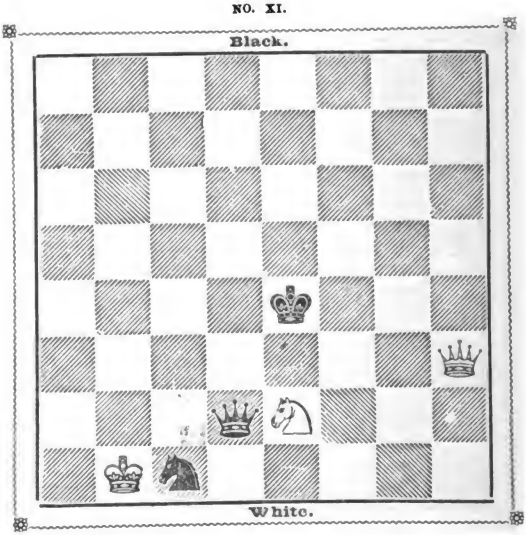
NO. XI.



White to move and win.

WHITE.	BLACK.
1. Kt. to K. Kt. third (check)	1. K. to K. fourth (best)
2. Q. to K. B. fifth (check)	2. K. to Q. fifth
3. Q. to Q. seventh (check)	

And wins Queen.

Without an exchange of Queens, White could not win.

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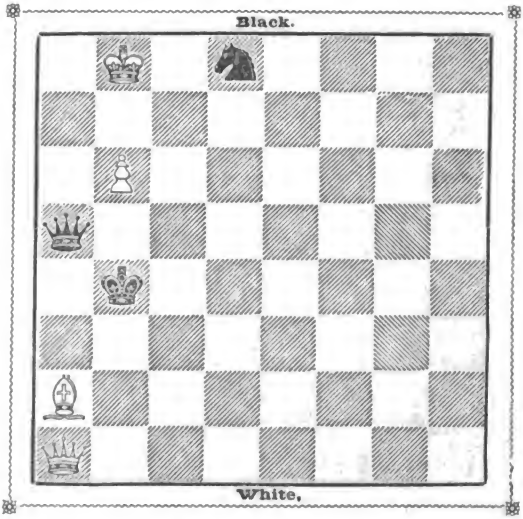
NO. XII.



White to move and win.

WHITE.	BLACK.
1. Q. to K. square (check)	1. K. to Q. Kt. fourth
2. Q. takes Q (check)	2. K. takes Q.
3. K. to Q. B. seventh	3. K. to Q. Kt. fourth (best)
4. B. to Q. fifth	4. K. to Q. R. third (best)
5. B. to K. B. seventh	5. K. to Q. Kt. fourth (best)
6. B. to K. eighth (check)	6. K. to Q. R. fourth (best)
7. B. to Q. seventh	7. K. to Q. R third
8. B. to K. R. third	8. K. to Q. R. fourth
9. B. to K. Kt. fourth	9. K. to Q. Kt. fourth
10. B. to K. second (check)	10. K. to Q. B. fourth
11. B. to Q. B. fourth	11. Kt. to Q. B. third
12. P. to Q. Kt. seventh	

And wins.

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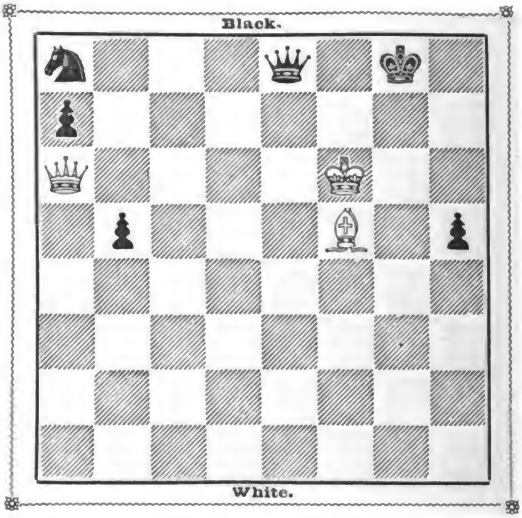
NO. XIII.



White to move and win.

WHITE.	BLACK.
1. B. to K. sixth (check)	1. K. to K. R. square
2. Q. to Q. R. square	2. K. to K. R. second
3. Q. to Q. Kt. square (check)	3. K. to K. R. square
4. Q. to Q. Kt. second	4. K. to K. R. second
5. Q. to Q. B. second (check)	5. K. to K. R. square
6. Q. to Q. B. third	6. K. to K. R. second
7. Q. to Q. third (check)	7. K. to K. R. square
8. Q. to Q. fourth	8. K. to K. R. second
9. Q. to K. fourth (check)	9. K. to K. R. square
10. Q. to K. fifth	10. Kt. to Q. B. second
11. K. to K. Kt. fifth (dis. check)	11. K. to K. R. second
12. Q. to K. B. fifth (check)	12. K. to K. Kt. second
13. Q. to K. B. sixth (check)	13. K. to K. R. second
14. Q. to K. R. sixth	

And Mates.

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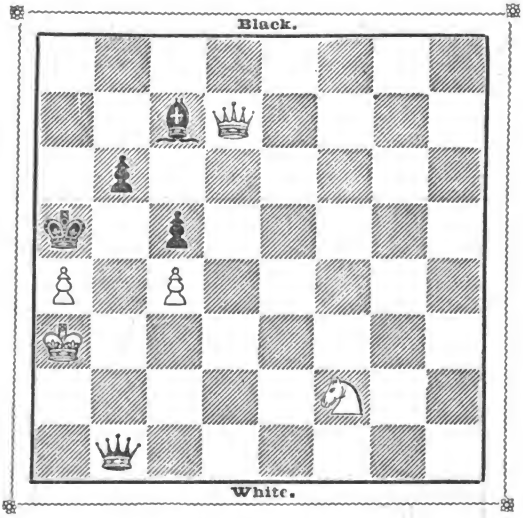
NO. XIV.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. Kt. fifth (check)	1. Q takes Q.
2. R. P. takes Q.	2. B. to K. B. fifth
3. Kt. to K. fourth	3. B. to Q. B. eighth (check)
4. K. to Q. Kt. third	4. B. to K. B. fifth (best)
5. Kt. to K. B. sixth	5. B. to K. fourth (or A)
6. Kt. to Q. seventh	6. B. to Q. third
7. K. to Q. R. third	7. B. to K. B. fifth
8. Kt. to K. B. eighth	8. B. to Q. B. eighth (check)
9. K. to Q. Kt. third	9. B. to K. Kt. fourth
10. Kt. to K. Kt. sixth	10. B. to K. B. third
11. K. to Q. R. third	

And wins

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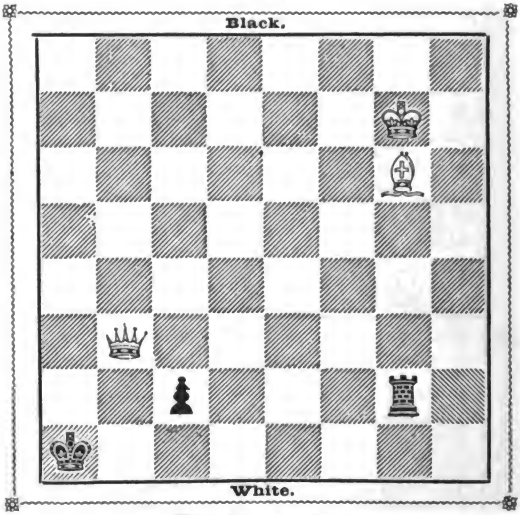
(A)

5.	5. B. to K. Kt. fourth
6. Kt. to K. Kt. eighth	6. B. to K. B. third
7. Kt. to K. R. sixth	7. B. to Q. square (best)
8. Kt. to K. B. seventh	8. B. to Q. B. second
9. K. to Q. R. third	

And wins.

NO. XV.



White to move and win.

WHITE.	BLACK.
1. Q. to Q. R. fourth (check)	1. K. to Q. Kt. seventh
2. Q. to Q. Kt. fifth (check)	2. K. to Q. R. seventh
3. Q. to Q. R. sixth (check)	3. K. to Q. Kt. seventh
4. Q. to Q. Kt. seventh (check)	4. K. to Q. R. eighth (or A)
5. Q. to Q. R. eighth (check)	

And wins.

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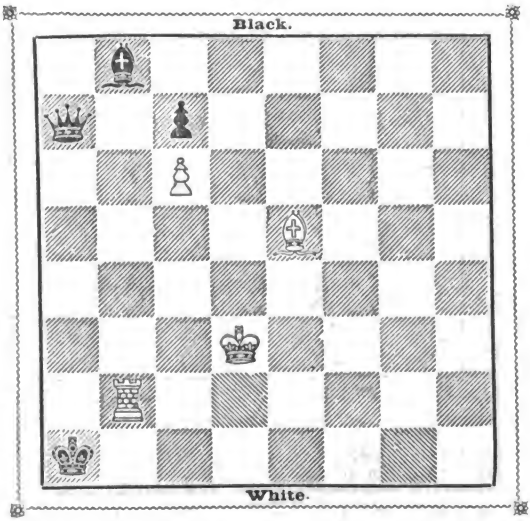
(A)

4.	4. K. to Q. B. sixth
5. Q. to K. B. third (check)	5. K. to Q. fifth
6. Q. to K. B. square	

And wins.

This is a very difficult position, requiring extremely careful play on the part of White to win.

NO. XVI.



White to move and win.

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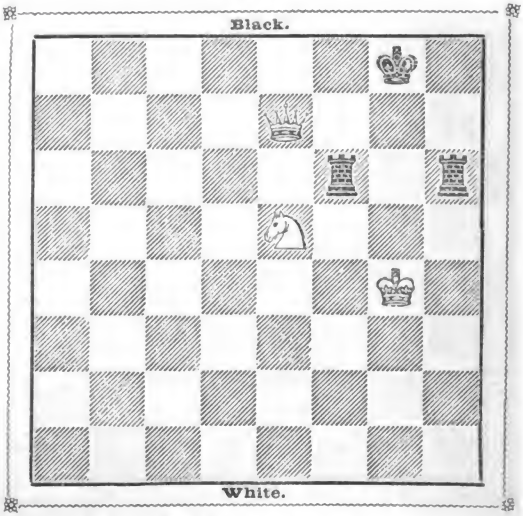
WHITE.	BLACK.
1. K. to K. fourth (*a*)	1. Q. to Q. R. sixth (best)
2. R takes B. (dis. check)	2. K. to Q. R. seventh
3. R. to Q. Kt. second (check)	3. Q. takes R.
4. B. takes Q.	4. K takes B.
5. K. to Q. fifth	

And wins.

(*a*) The only move to win.

NO. XVII.



White to move and win.

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WHITE.	BLACK.
1. Q. to Q. eighth (check)	1. K. to K. Kt. second
2. Q. to Q. B. seventh (check)	2. K. to K. Kt. square
3. Q. to Q. Kt. seventh	3. R. to Q. Kt. third (or A, B)
4. Q. to K. B. seventh (check)	4. K. to K. R. square
5. Q. to K. B. eighth (check)	5. K. to K. R. second
6. Kt. to K. B. third	6. K. to K. Kt. third
7. Q. to K. seventh	

And wins.

(A)

3.	3. R. to Q. R. third
4. Q. to K. B. seventh (check)	4. R. to K. R. square
5. Q. to K. B. eighth (check)	5. K. to K. R. second
6. Kt. to K. B. third	6. R. to Q. R. fifth (check)
7. K. to K. B. fifth	7. R. to Q. R. fourth (check)
8. K. to K. B. fourth	8. R. to Q. R. fifth (check)
9. K. to K. third	9. R. to Q. R. third
10. Kt. to K. Kt. fifth (check)	10. K. to K. Kt. third
11. Kt. to K. fourth	11. R. to Q. R. sixth (check)
12. K. to K. B. second	12. R. to Q. R. third
13. K. to K. B. third	13. R. to K. R. sixth (check)
14. K. to K. Kt. fourth	14. R. to Q. R. sixth
15. Q. to K. Kt. eighth (check)	15. K. to K. R. third
16. Q. to K. Kt. fifth (check)	

And wins.

(B)

3.	3. R. to K. B. square
4. Kt. to Q. seventh	4. R. to K. B. second (or C)
5. K. to K. Kt. fifth	5. R. to K. third
6. Q. to Q. fifth	

And wins one of the Rooks for Knight.

(C)

4.	4. R. to K. square
5. Kt. to Q. B. fifth	5. R. to K. B. square
6. Kt. to K. fourth	6. R. to K. Kt. third (check) (or D)
7. K. to K. R. fifth	7. R. to K. Kt. second
8. Q. to Q. fifth (check)	8. K. to K. R. second
9. Kt. to K. Kt. fifth (check)	9. K. to K. R. square

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10. Q. to K. sixth	10. R. to Q. R. square
11. K. to K. R. sixth	11. R. on Q. R. square to Q. R. second
12. Q. to K. B. sixth	12. R. to Q. second
13. Kt. to K. sixth	13. R. to K. B. second
14. Q. to Q. eighth (check)	14. R. to K. Kt. square
15. Q. to Q. fourth (check)	

And wins.

(D)

6.	6. R. to K. B. second
7. Q. to Q. fifth	7. K. to K. Kt. second
8. Q. to K. fifth (check)	8. K. to K. Kt. third
9. Kt. to K. Kt. fifth	9. R. to K. B. third
10. Q. to K. seventh	10. R. to K. R. square (or E)
11. Q. to K. fourth (check)	11. K. to K. Kt. second
12. Q. to K. fifth	12. K. to K. Kt. third
13. Kt. to K. fourth	13. R. on K. B. third to K. B. square
14. Q. to K. sixth (check)	14. K. to K. Kt. second
15. K. to Kt. fifth	15. R. to K. R. eighth
16. Q. to K. fifth (check)	16. K. to K. Kt. square
17. Kt. to K. B. sixth (check)	17. K. to K. Kt. second
18. Kt. to Q. seventh	

And wins.

(E)

10.	10. R. to K. B. eventh
11. Q. to K. eighth (check)	11. K. to K. Kt. second
12. Kt. to K. sixth (check)	

And wins.

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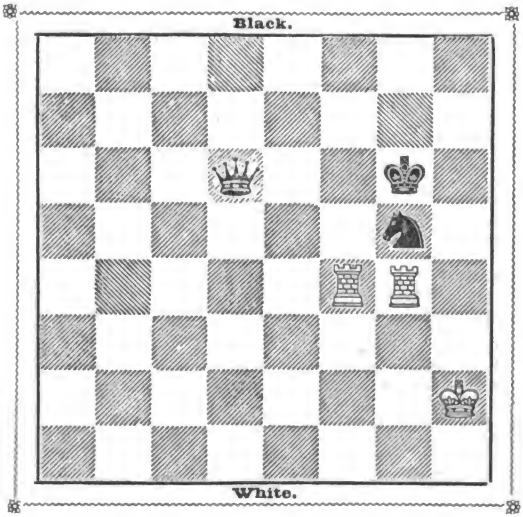
NO. XVIII.



White even without the advantage of the move can draw.

WHITE.	BLACK.
1.	1. Q. to K. fourth
2. K. to K. Kt. second	2. K. to K. R. third
3. R. to K. R. fourth (check)	3. K. to K. Kt. second
4. R. from K. R. fourth to K. Kt. fourth	4. K. to K. R. square
5. R. to K. R. fourth (check)	5. Kt. to K. R. second
6. R. from K. B. fourth to K. Kt. fourth	

And draws the game by moving only the King.

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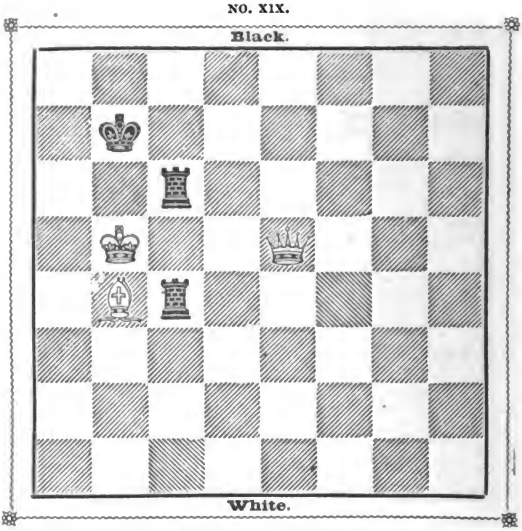
NO. XIX.



White to move and win.

WHITE.	BLACK.
1. B. to Q. sixth	1. R. to Q. B. square (or A)
2. Q. to K. Kt. seventh (check)	2. K. to Q. R. square
3. Q. to Q. R. square (check)	

And wins.

(A)

1.	1. R. to Q. B. eighth
2. Q. to K. seventh (check)	2. K. to Q. R. square
3. Q. to Q. eighth (check)	3. R. to Q. B. square
4. Q. to Q. R. fifth (check)	

And wins.

Queen and Bishop against two Rooks generally win.

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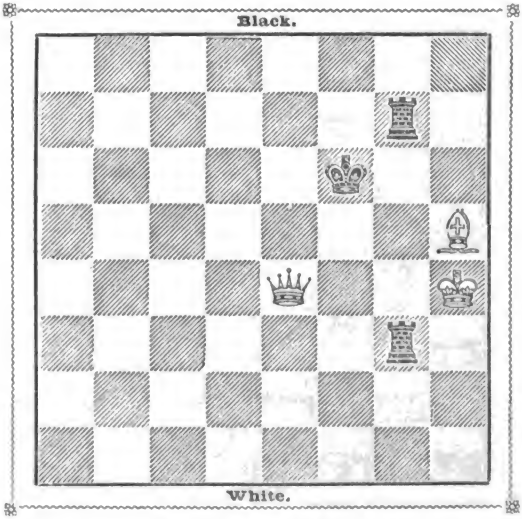
NO. XX.



White can only draw.

WHITE.	BLACK.
1. B. to K. second	1. R. at K. Kt. sixth to K. Kt. third
2. Q. to K. B. fourth (check)	2. K. to K. second
3. Q. to K. B. fifth	3. R. to K. R. seventh (check)
4. B. to K. R. fifth	4. R. at K. R. second to R. third

And draws.

White cannot win as in No. 19, in consequence of the confined position of his King.

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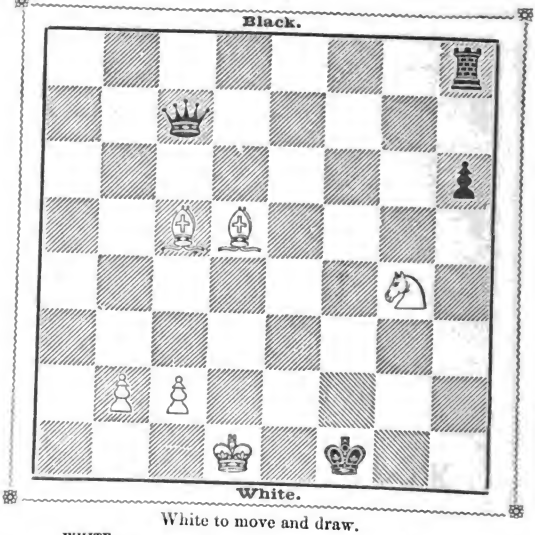
NO. XXI.



White to move and draw.

WHITE.	BLACK.
1. Kt. to Q. R. second (check)	1. Q. takes Kt.
5. B. to Q. B. fourth (check)	2. K. to K. Kt. seventh
3. B. to Q. fifth (check)	3. K. to K. R. sixth
4. B. to K. sixth (check)	4. K. to K. R. fifth
5. B. to K. seventh (check)	5. K. to K. R. fourth
6. B. to K. B. seventh (check)	6. K. to K. Kt. fifth
7. B. to K. sixth (check)	7. K. to K. B. sixth
8. B. to Q. fifth (check)	

And draws.

END OF STUDIES.

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THE DEFEAT

OF THE

MUZIO GAMBIT.

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THE DEFEAT

OF THE

MUZIO GAMBIT.

GAME No. 1.

In order to facilitate examination we have given a diagram where the principal variations occur.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Kt. to Q. B. third	7. P. to Q. third (*a*)
8. Kt. to Q. fifth	8. Q. to Q. second
9. Q. takes P.	9. Kt. to Q. B. third
10. P. to K. fifth	10. P. takes P.
11. P. takes P. (or A, B) (*b*)	11. Kt. to Q. fifth
12. Q. to K. R. fifth (*c*)	12. Kt. to K. third
13. B. takes P. (or C)	13. P. to Q. B. third
14. Kt. to K. third (best)	14. Kt. to K. Kt. second
15. Q. to K. Kt. fifth (or D)	15. Q. to K. second
16. Q. to K. Kt. third	16. Kt. to K. R. fourth
17. Q. to K. B. third	17. Kt. takes B.
18. Q. takes B.	18. B. to K. third

And Black has a winning game.

(*a*) P. to Q. B. third would be weak play.

(*b*) If White play Q. to K. fourth, Black's answer is K. to Q. square, and would have a winning game.

(*c*) Were White to take P. on K. B. fifth, Black would take Kt. with Q. and win easily.

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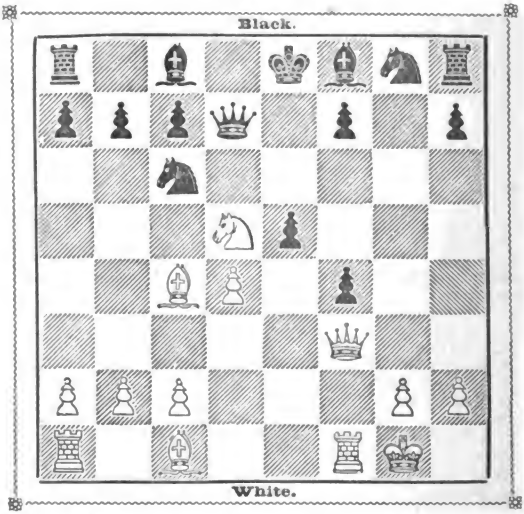
(A) and (B)



WHITE.	BLACK.
11. Q. to K. R. fifth	11. K. to Q. square
12. Q. to K. Kt. fifth (check) (*d*)	12. P. to K. B. third
13. Kt. takes K. B. P.	13. Q. to K. Kt. second
14. Q. takes Q.	14. B. takes Q.
15. Kt. takes Kt. (*e*)	15. Kt. takes P.
16. R. to Q. square (*f*)	16. K. to K. square
17. P. to Q. B. third	17. Q. B. to K. thtrd

And Black wins easily.

(*d*) Q. to R. fourth (check) would be inferior play.

(*e*) If Q. P. were to take P., Black Kt. would take P., and if R. were to check, Black would interpose with Bishop, and win easily.

(*f*) Any other mode of play cannot prevent Black from regaining his lost piece.

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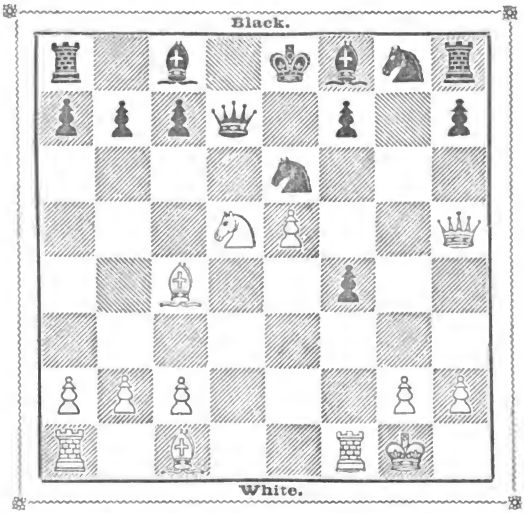
(B)

WHITE.	BLACK.
11. R. to K. square	11. K. to Q. square
12. P. takes P.	12. Q. to K. Kt. fifth
13. Q. to Q. third	13. B. to K. B. fourth
14. Q. to Q. second	14. B. to Q. B. fourth (check)
15. K. to R. square	15. K. to Q. B. square

And Black wins.

(C)



WHITE.	BLACK.
13. R. to Q. square	11. Q. to Q. B. third
14. B. to Q. Kt. third	14. B. to Q. second
15. Kt. takes P. on K. B. fifth	15. Castles
16. Q. takes K. B. P.	16. Kt. to K. R. third

And Black wins.

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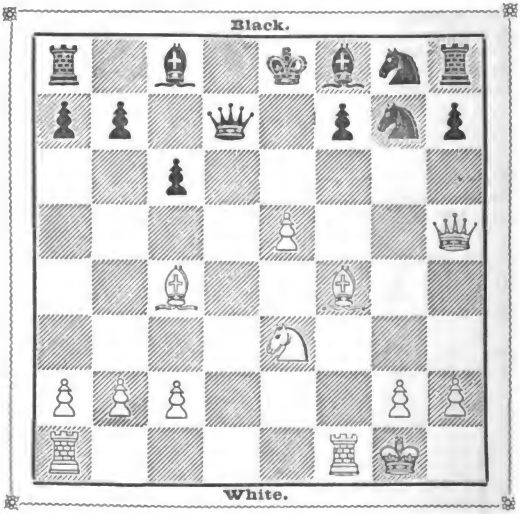
(D)



WHITE.	BLACK.
15. Q. to K. R. fourth (*g*)	15. B. to K. second
16. B. to K. Kt. fifth	16. Kt. to K. third
17. B. takes B.	17. Q. takes B.

And Black wins.

(*g*) White Queen is compelled to retire from Rook's fifth, and White cannot now play his Rook to Queen's square with advantage.

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GAME No. II.

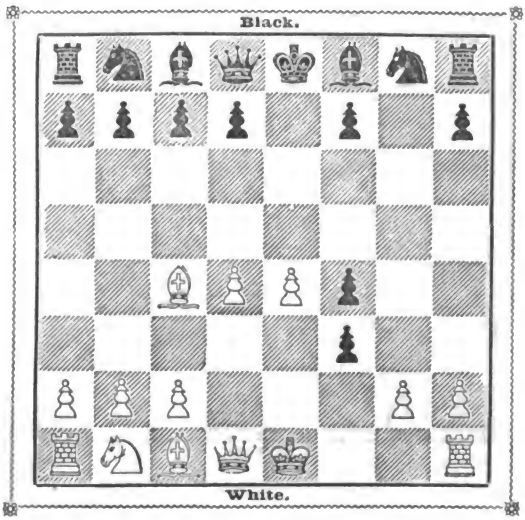
WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. P. to Q. fourth	5. P. takes Kt.
6. Q. takes P. (or A)	6. Q. to K. second (*a*)
7. Q. takes P. (or B, C)	7. Kt. to Q. B. third
8. Castles	8. Kt. to Q. square
9. Kt. to Q. B. third (*b*)	9. P. to Q. third
10. Kt. to Q. fifth	10. Q. to Q. second

And the position becomes the same as though Black had castled at the fifth move.

(*a*) Q. to K. second with the assistance of Q. Kt. will always be able to defend the King's side let White play as he may.

(*b*) If Queen were to take Q. B. P., Black would play his Q. to her third and win easily.

(A)



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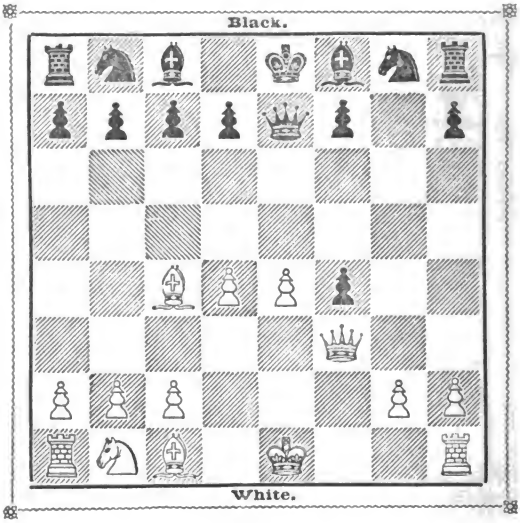
WHITE.	BLACK.
6. Castles	6. Q. to K. second
7. Q. takes P.	7. Kt. to Q. B. third
8. B. takes P. on K. B. fifth	8. P. to Q. third
9. B. to K. Kt. fifth	9. P. to K. B. third
10. Q. to R. fifth (check)	10. K. to Q. square
11. B. takes K. Kt.	11. P. takes Q. B.
12. R. to K. B. seventh	12. Q. to K. square
13. Q. takes P. (check) (or D)	13. Kt. to K. second

And Black wins.

(B) and (C)



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WHITE.	BLACK.
7. Kt. to Q. B. third	7. P. to Q. third
8. P. to K. fifth	8. Kt. to Q. B. third
9. Kt. to Q. fifth	9. Q. to Q. second
10. Q. takes P. on K. B. fifth	10. P. takes P.
11. P. takes P.	11. Kt. to Q. square
12. Castles	12. P. to Q. B. third
13. Kt. to K. B. sixth (check)	13. Kt. takes Kt.
14. Q. takes Kt. (*c*)	14. R. to K. Kt. square
15. Q. B. to K. Kt. fifth	15. Q. to K. second

And Black wins.

(C)

WHITE.	BLACK.
7. P. to K. fifth	7. Kt. to Q. B. third
8. Q. takes K. P. on K. B. fifth (or E, F)	8. B. to K. R. third
9. Q. to K. Kt. third	9. B takes Q. B.
10. Q. to K. Kt. seventh	10. Q. to K. B. square
11. Q. takes R.	11. B. takes Q. Kt. P.
12. R. to K. B. square	12. Kt. to K. R. third

And Black wins.

(*c*) If White were to take Knight with Pawn instead of Queen, Black would answer Queen to her third.

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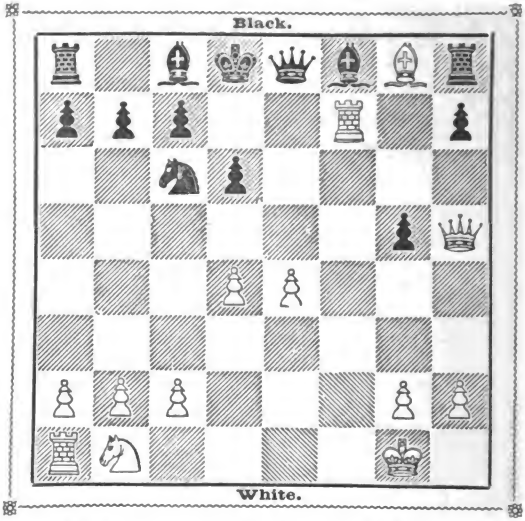
(D)



WHITE.	BLACK.
13. B. takes R. P.	13. Kt. to K. second
14. P. to Q. fifth	14. B. to K. Kt. second (*d*)

And Black wins.

(*d*) The decisive move.

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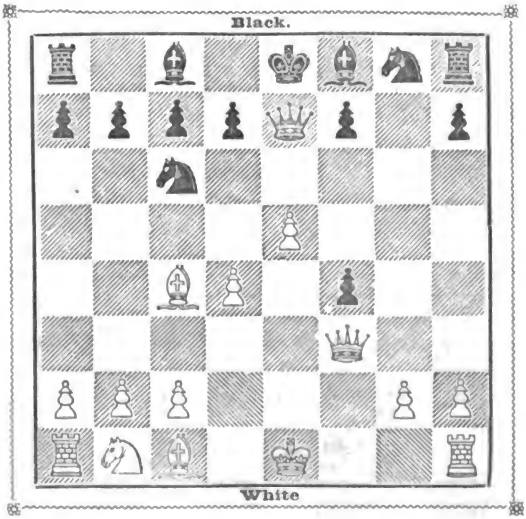
(E) and (F)



WHITE.	BLACK.
8. Q. to K. fourth	8. Kt. to K. B. third (*e*)
9. Q. takes P. on K. B. fifth (or G)	9. P. to Q. fourth
10. B. to Q. Kt. third	10. Kt. to K. Kt. fifth

And Black wins.

(*e*) This move completely frustrates White's attack.

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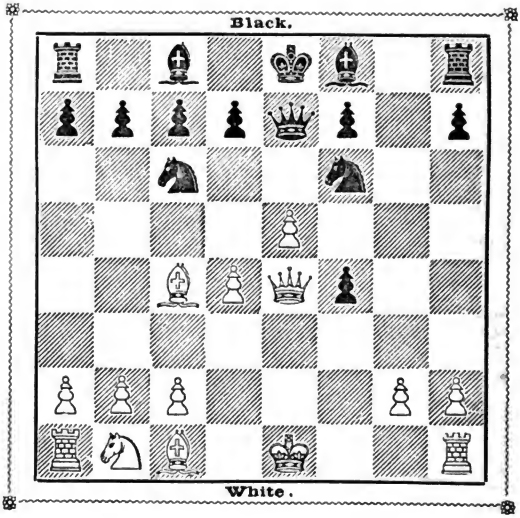
(F)

WHITE.	BLACK.
8. P. to Q. B. third	8. P to Q. third
9. Castles	9. P. takes P.
10. B. to Q. Kt. fifth	10. B. to Q. second

And Black wins.

(G)



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WHITE.	BLACK.
9. Q. to K. second	9. Kt. takes Q. P.
10. Q. to her third square (*f*)	10. P. to Q. fourth

And Black wins.

(*f*) White might take Kt. with P., the moves would then follow, as under:—

10.	10. Q. takes Q. (check)
11. B. takes Q.	11. Kt. takes Q. B. P. (check)

And Black wins.

GAME No. III.*

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to Q. second
6. Kt. to K. fifth (or A, B)	6. Q. takes Kt.
7. P. to Q. fourth	7. Q. to K. Kt. second
8. R. takes P. (or C)	8. Kt. to K. R. third
9. R. to K. B. square	9. P. to Q. third (*a*)
10. B. takes Kt.	10. Q. takes B.
11. B. takes P. (check)	11. K. to Q. square
12. P. to K. fifth	12. Kt. to Q. B. third

And Black wins.

(*a*) Black might also play P. to K. B. third, and have the better game.

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* This and the following games, although exhibiting fine play, are not so strong, either in attack or defence, as the two preceding examples.

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(A)

WHITE.	BLACK.
6. Kt. to Q. fourth	6. Q. to Q. B. fourth
7. P. to Q. B. third	7. Q. takes B.
8. Q. takes P. on K. Kt. fifth	8. Kt. to Q. B. third
9. Q. takes P. on K. B. fifth	9. P. to K. B. third
10. P. to Q. Kt. third	10. Kt. takes Kt.

And Black wins.

(B)

6. P. to Q. fourth	6. P. takes Kt.
7. Q. takes P.	7. P. to Q. third
8. Q. B. takes P.	8 B. to K. third
9. P. to K. fifth	9. P. to Q. fourth
10. B. takes P.	10. B. takes B.
11. Q. takes B.	11. Kt. to Q. B third

And Black has the better game.

(C)

8. Q. B. takes P.	8. P. to Q. third
9. B. takes P. (check)	9. K. to Q. square.
10. P. to K. fifth	10. Kt. to Q. B. third

And Black has the better game.

GAME No. IV.

1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Q. takes P.	7. Kt. to Q. B. third
8. Kt. to Q. B. third	8. P. to Q. third
9. Kt. to Q. fifth	9. Q. to Q. second
10. Q. takes P.	10. Kt. to Q. square
11. P. to K. fifth	11. Kt. to K. third
12. Kt. to K. B. sixth (check)	12. Kt. takes Kt.
13. Q. takes Kt.	13. R. to K. Kt. seventh
14. P. to Q. fifth	14. Kt. to Q. square
15. P. to K. sixth (or A, B)	15. P. takes P.
16. P. takes P.	16. Kt. takes P.

And Black has a winning game.

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(A)

WHITE.	BLACK.
15. P. takes P.	15. Q. takes P.
16. R. to K. square (check)	16. B. to K. second
17. B. to K. Kt. fifth	17. R. takes B.
18. Q. takes R. (or C)	18. K. to K. B. square

And Black wins.

(B)

15. R. to K. square	15. Q. to K. second
16. Q. to K. B. fourth	16. R. to K. Kt. fifth
17. Q. to K. B. square	17. P. takes P.

And Black wins.

(C)

18. Q. to K. R. eighth (check)	18. K. to Q. second
19. B. to Q. Kt. fifth (check)	19. P. to Q. B. third
20. P. takes P. (check)	20. P. takes P.
21. Q. R. to Q. square	21. R. to Q. fourth
22. B. to K. second	22. K. to Q. B. second

And Black wins.

GAME No. V.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Q. Kt. to B. third	7. P. to Q. third
8. Kt. to Q. fifth	8. Q. to Q. second
9. Q. takes P.	9. Kt. to Q. B. third
10. P. to K. fifth	10. Kt. takes Q. P.

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WHITE.	BLACK.
11. Q. to K. fourth	11. Kt. to K. third
12. Kt. takes P. on K. B. fifth	12. P. takes P.
13. Kt. takes Kt.	13. P. takes Kt.
14. Q. takes P. on K. fourth	14. Q. to K. Kt. second
15. R. takes B. (check)	15. K. takes R.
16. B. to K. B. fourth	16. Kt. to K. B. third (or A)
17. R. to K. B. square	17. K. to K. square
18. B. to K. R. sixth	18. Q. takes B.
19. R. takes Kt.	

And White has the better game.

(A)

16.	16. Q. takes Q.
17. B. takes Q.	17. Kt. to K. B. third
18. B. takes Kt.	18. R. to K. Kt. square
19. B. to Q. third	19. P. to K. R. third (best)
20. R. to K. B. square	20. K. to K. square
21. B. to K. fifth	21. P. to Q. B. third,
22. R. to K. B. sixth	22. R. to K. R. square
23. R. to K. B. fourth	23. R. to K. B. square
24. R. to K. R. fourth	

And White has the better game.

GAME No. VI.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Q. takes P.	7. P. to Q. third
8. B. takes P. on K. Kt. fifth	8. B. to K. third
9. P. to K. fifth (or A)	9. B. takes B.
10. Q. takes Q. Kt. P.	10. B. takes R.
11. Q. takes R.	11. Q. to Q. square
12. K. takes B.	12. P. to Q. R. third

And Black has a winning game.

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(A)

WHITE.	BLACK.
9. B. to K. Kt. fifth	9. Q. takes B.
10. B. takes B.	10. Kt. to K. R. third
11. Q. to Q. Kt. third	11. P. takes B.
12. Q. takes Kt. P.	12. Q. to K. sixth (check)
13. K. to R. square	13. Q. takes Q. P.
14. Q. takes R.	14. Q. to Q. Kt. third
15. Kt. to Q. B. third	15. K. to K. second

And Black has the better game.

GAME No. VII.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Kt. to Q. B. third	7. P. to Q. third
8. Kt. to Q. fifth	8. Q. to Q. second
9. Q. takes P.	9. Kt. to Q. B. third
10. P. to K. fifth	10. P. takes P.
11. Q. to K. fourth	11. K. to Q. square
12. P. takes P.	12. B. to Q. B. fourth (check)
13. K. moves	13. Q. to K. B. fourth
14. Q. to K. second	14. Q. takes P. on K. fourth
15. Q. takes Q.	15. Kt. takes Q.

And Black wins.

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GAME No. VIII.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Q. takes P.	7. P. to Q. third
8. Q. takes P.	8. Q. B. to K. third
9. P. to Q. fifth	9. B. to Q. second
10. P. to K. fifth	10. P. takes P.
11. Q. to K. B. second	11. P. to K. B. third
12. Kt. to Q. B. third	12. Q. to Q. B. fourth

And Black wins.

GAME No. IX.

WHITE.	BLACK.
1 P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. P. to Q. fourth	5. P. takes Kt.
6. Q. takes P.	6. Kt. to Q. B. third
7. Q. B. takes P.	7. Q. to K. second
8. Q. B. takes P.	8. P. to Q. third
9. Q. B. takes P.	9. Q. takes B.
10. Q. takes B. P. (check)	10. K. to Q. square
11. Castles	11. Kt. to K. R. third

And Black wins.

THE END.

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